STAR WARS

ROLEPLAYING GAME

CORE RULEBOOK

BILL SLAVICSEK, ANDY COLLINS, JD WIKER

WITH A FOREWORD BY MICHAEL A. STACKPOLE

ANDY COLLINS, BILL SLAVICSEK, JD WIKER

STAR WARS

ROLEPLAYING GAME

CREDITS

DESIGN
ANDY COLLINS, BILL SLAVICSEK, JD WIKER

DESIGN ASSISTANCE
STEVE MILLER, THOMAS M. REID, OWEN STEPHENS, PENNY WILLIAMS

BASED ON GAME MECHANICS DESIGNED BY
JONATHAN TWEET, MONTE COOK, SKIP WILLIAMS

DEVELOPMENT AND EDITING
ANDY COLLINS, THOMAS M. REID, BILL SLAVICSEK

EDITING
BRIAN CAMPBELL, CORY HERNDON

MANAGING EDITOR
KIM MOHAN

STAR WARS RPG CREATIVE DIRECTOR
THOMAS M. REID

VISUAL CREATIVE DIRECTOR
JON SCHINDEHETTE

ART DIRECTOR
SEAN GLENN

CARTOGRAPHY
TODD GAMBLE

TYPESETTING
VICTORIA AUSLAND, ERIN DORRIES, ANGELIKA LOKOTZ

PRODUCTION
JOE FERNANDEZ, RICK ACHBERGER

COVER ART
DREW STRUZAN

INTERIOR ART
ANDREW ROBINSON, COREY MACOUREK, DANIEL VEESENMEYER, DOUG GREGORY, LUCASFILM LTD., RK POST

VICE PRESIDENT AND DIRECTOR OF RPG R&D
BILL SLAVICSEK

STAR WARS BRAND MANAGER
LISA STEVENS

RPG CATEGORY MANAGER
KEITH STROHM

VICE PRESIDENT AND BRAND MANAGER OF RPGS
RYAN DANCEY

PROJECT MANAGERS
AMBER FULLERTON AND LARRY WEINER

PRODUCTION MANAGER
CHAS DELONG

LUCAS LICENSING EDITORS
BEN HARPER, SUE ROSTONI

LUCAS LICENSING ART EDITOR
IAIN MORRIS

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U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

www.wizards.com

www.starwars.com

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MAY I HELP YOU?

If you've played the *Star Wars Adventure Game*, you've had a taste of what a role-playing game is all about. This full version of the *Star Wars Roleplaying Game* offers more options, more freedom, and more details than the introductory product. While the *Adventure Game* is based on the material presented in this book, many things were simplified for that presentation and may not exactly match the contents of this book.

If you haven't played roleplaying games before, you might want to try the *Star Wars Adventure Game* before using the material in this book.

Foreword

The book you're reading right now is a roleplaying game. You know that, so you also know that a roleplaying game lets you take on the role of a character—assume the role as an actor would—and work through the challenges and puzzles thrown at you by your Gamemaster. It's really improv theater in miniature, with dice used to decide whether chance favors you or not.

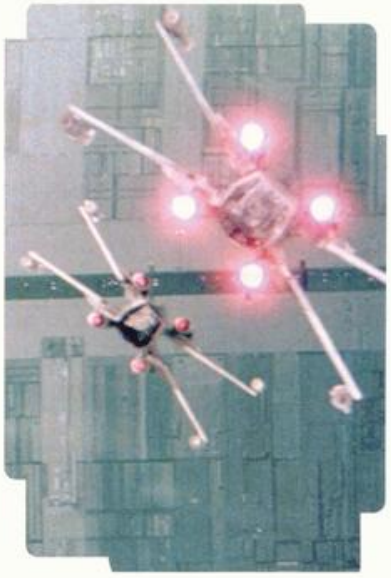
You also know this is *Star Wars*, and perhaps you picked it up to expand your knowledge of that very exciting universe. This game is the heir to a grand tradition, one that started with the movies, moved through comics and novels, then into other games including a previous and very successful roleplaying game. What you'll find in here will fill in more of the background, let you revisit favorite scenes and characters, and will springboard your imagination as you play.

What you may not realize is that this book, this game, is also an *invitation*. It's an invitation to create your own *Star Wars* adventures, in any time period you want. That's what a roleplaying game allows you to do.

Back in 1994, while I was waiting for my novel, *Once a Hero*, to come out from Bantam Books, I got a call from my agent. She said, "Bantam offered you four X-wing novels. I told them you said yes." It was just as well she didn't need a reply from me, for I was speechless. Sometimes dreams do come true.

In 1977 I skipped out from work to catch the first showing of *Star Wars* in my home town after reading the novelization. I was primed for *Star Wars*, and what I saw that morning just shattered the little mental box that encompassed science fiction movies in my mind. I was hooked well, good, and truly. I would have given my right arm to live in that universe and, seventeen years later, I got the chance to do pretty much just that.

In many ways what I got to do with the X-wing novels was what you will do with this game. Because of the restrictions placed on what I could do, I had to make up pretty much a whole new cast of characters. I used Admiral Ackbar and Wedge Antilles to provide some familiar faces, but everyone else was new. Just like the characters you will create, they were unique individuals, each of whom was tied into the background of his or her era, ready to face the challenges of fighting the Empire. Some of them would live, some would die, some would fall in love. Through these characters I was able to move into the *Star Wars* universe and explore—which is an experience every bit as involving and rewarding as seeing the films for the first time.



In many ways, the invitation you have here is even better than the one I had. I got to play in the classic era of Rebellion, and even on into The New Jedi Order; but this game lets you venture back into the days of the Republic, when the Jedi Order was still strong and the evil of Darth Vader had yet to arise. Or you can go out into the era of the New Republic's war with the Yuuzhan Vong and play your part in saving the galaxy. You even have the luxury of weaving your adventures through the days of the Rebellion, flying with Rogue Squadron on their many adventures. If you do that, please give my regards to the friends I've got there.

The *Star Wars* universe is an incredible one for a writer to work in. It's just so rich that any adventure can fit. You'll see that as your Gamemaster pulls bits and pieces of history together as background for missions. Perhaps in one of *your* adventures, for example, your characters will be the link between the Bothans and the Rebellion, helping the plans for the second Death Star reach the Alliance.

I often get asked if it's tough to write stories in someone else's universe, and my standard reply is, "Nope, because the first thing I do is to find a way to make it *my* universe." With this game, you can do just that. You can become whomever you want, standing shoulder to shoulder with Luke Skywalker, flying on Darth Vader's wing, or just trying to find a way to earn a credit. The options are infinite, as is the amount of fun you'll have exploring them with the *Star Wars Roleplaying Game*.

Michael A. Stackpole

Michael A. Stackpole
May 10, 2000

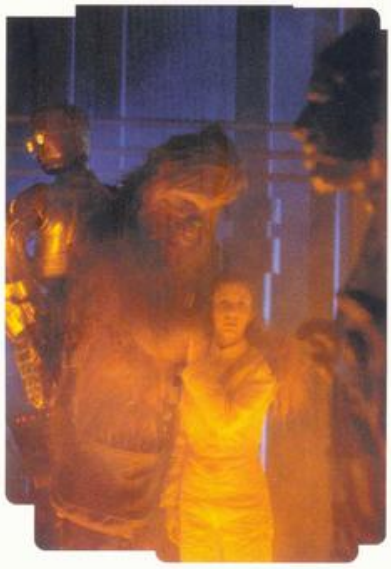
Designer's Preface

Welcome to the newest edition of the *Star Wars Roleplaying Game*. For me, this is like coming full circle. I say this because, in general terms, I've always been a huge *Star Wars* fan—I saw the movie 38 times during the summer of 1977, including the very first showing (when I skipped school to see it)—and in specific terms, because most of my professional career has been tied to the *Star Wars* franchise. It all started a long time ago, in a city far, far away (from where I'm writing this). . . .

I started my career in the hobby game industry in 1986 at a company called West End Games. At the time, the company was mostly known for its military simulation games, and was just starting to dabble in roleplaying games. Near the end of 1987, as part of the tenth anniversary of the release of the original *Star Wars* movie, West End Games published *Star Wars: The Roleplaying Game*. I was a member of the design team, serving as an editor and developer for the RPG. Right after that, I was drafted to codesign the *Star Wars Sourcebook*, and then I was promoted to *Star Wars* Line Director.

During my time with West End Games, I designed, developed, or edited almost every *Star Wars* RPG product produced between 1987 and 1991, at which point Lucas Licensing asked me to write the second edition of *A Guide to the Star Wars Universe* for Del Rey Books. That was the first attempt to record all of the material created up to that time in one easy-to-use reference book. In the intervening years, I took a bit of a professional vacation from *Star Wars*, going on to design RPG products for TSR, Inc. and eventually becoming the Director of RPG R&D for Wizards of the Coast, Inc. But throughout that period, I continued to play *Star Wars* with my gaming groups and speak at conventions to promote the *Guide* and *Star Wars* in general.

Late last year, I completed the third edition of *A Guide to the Star Wars Universe*. About that same time, Wizards of the Coast struck a deal with Lucas Licensing for the rights to the RPG. And so the circle closes. I'm back where I started. Then I was but the learner. Now I am the master. Or something like that.



For nine months, we've been hammering away at this d20 version of *Star Wars*. Now, as the finishing touches are added and the end is in sight, I can look back with pride and a sense of accomplishment. This isn't just a good roleplaying game—it's a good *Star Wars* roleplaying game. It was a team effort, and boy, do I play on a great team.

I hope you have as much fun playing this game as we had designing it. It was very satisfying seeing the finished product come together. From the awe-inspiring cover painting that Drew Struzan created just for this book, to Mike Stackpole's insightful foreword, to the game itself, I'm very proud of this new version of the *Star Wars Roleplaying Game*. I'd like to take a moment to thank the people here at Wizards who helped make this thing come together: Thomas M. Reid, Penny Williams, and Steve Miller of our extended design team; Sean Glenn for his wonderful art direction; Lisa Stevens for her *Star Wars* expertise and enthusiasm; Brian Campbell and Cory Herndon for the last-minute assist with editing this amazingly large volume of roleplaying goodness; and my codesigners, Andy Collins, who put life into our vision, and JD Wiker, who came on later in the process but put forth a herculean effort to help us get the game finished on time. These people, along with everyone else listed in the credits and the playtesters listed at the back of this book, were instrumental in the development of this game. They were all part of a great team.

Now, read on. Have fun. Play a game of *Star Wars* for me.

And remember, the *Star Wars Roleplaying Game* will be with you. Always.

Bill Slavicsek
August 6, 2000

The *Star Wars* films depict an amazing galaxy of strange aliens, wondrous machinery, mystical powers, epic struggles, great heroes, and terrible villains. From the moment the first Star Destroyer blazed across the screen, the story of *Star Wars* captivated the world. With this game, you can re-create the story of the films or craft your own adventures in the *Star Wars* universe. All you need is some dice, a few friends, and your imagination.

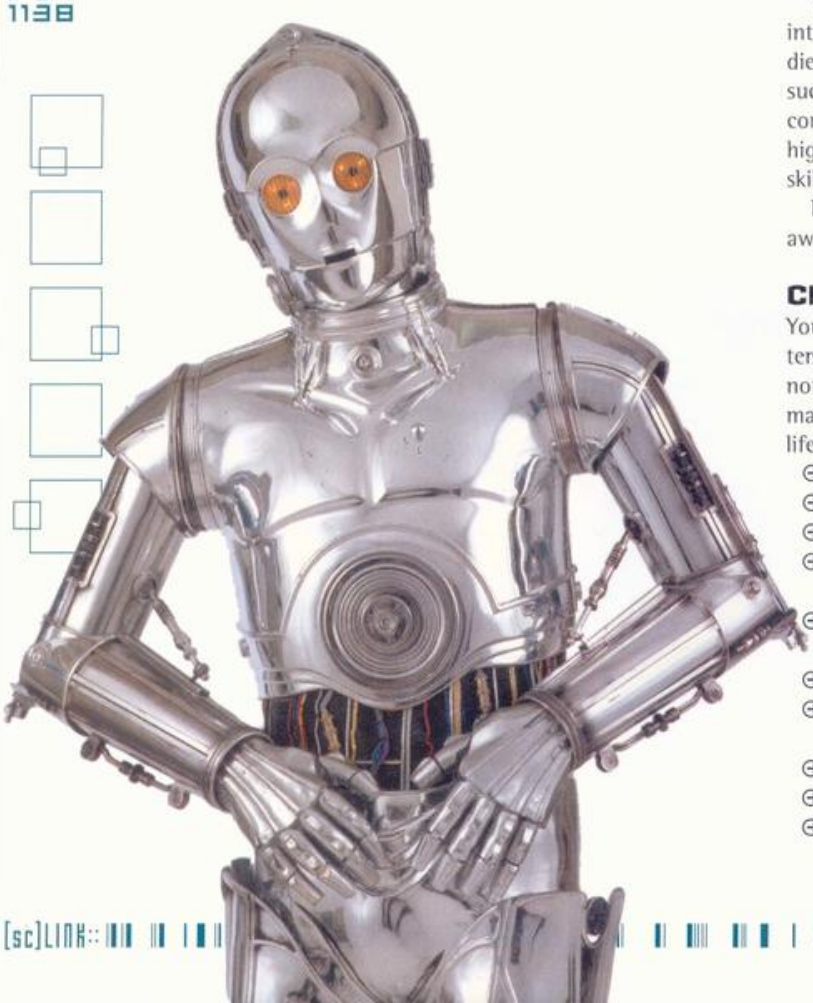
This Is *Star Wars*

Blasters; X-wing starfighters; Lightsabers; The Force. . . .

Star Wars is space fantasy at its best, full of action, adventure, and a sense of wonder. The heroes are larger than life. The villains are utterly evil. The universe has a lived-in, well-used look and feel to it. It's a familiar story, but it's never been told quite this way before. It has mythic elements that speak to the heart of the audience. It's epic in scope; everything appears on a grand scale. And it's fun. Vehicles move very fast. Things blow up. We want to cheer for the good guys and hiss at the bad guys. And, sometimes, we want to be a part of that faraway galaxy.

This Is a Roleplaying Game

It's a game of your imagination, where you get to tell stories through the use of rules and by taking on roles of the main characters in the story. The story is like a movie, except all of the action takes place in your imagination. There's no script to the movie (other than a rough outline used by the Gamemaster); you decide what your character says and does. The Gamemaster is the director and special effects designer, deciding what the story is about and taking on the roles of all the other characters—the villains, the extras, the special guest stars. The Gamemaster also keeps track of the rules, interprets the outcome of actions, and describes what happens. Together, players and Gamemaster create a story, and everybody has a great time.



This Is the *Star Wars* Roleplaying Game

Combine the fabulous elements of the *Star Wars* universe with the imagination-powered engine of a roleplaying game, and the faraway galaxy draws nearer. Everything you need is in this book except the dice. Use one of the Fast-Track methods of character creation to get started quickly (see pages 10–11), then play the starting adventure (see page 296) to get a feel for the game. Afterward, flip through the rest of this book. It offers a wealth of options, allowing you to play in any *Star Wars* era. It lets you play the good guys, the bad guys, or the guys in between if you want to add a little ambiguity to an otherwise black-and-white universe.

When you play the *Star Wars Roleplaying Game*, you create a unique fictional character that lives in the imaginations of you and your friends. One person in the game, the Gamemaster (GM), controls the villains and other people who live in the *Star Wars* universe. You and your friends face the dangers and explore the mysteries that your Gamemaster sets before you.

Anything is possible in the *Star Wars Roleplaying Game*. You can have your character try anything you can think of. If it sounds good and the dice fall in your favor, the action succeeds.

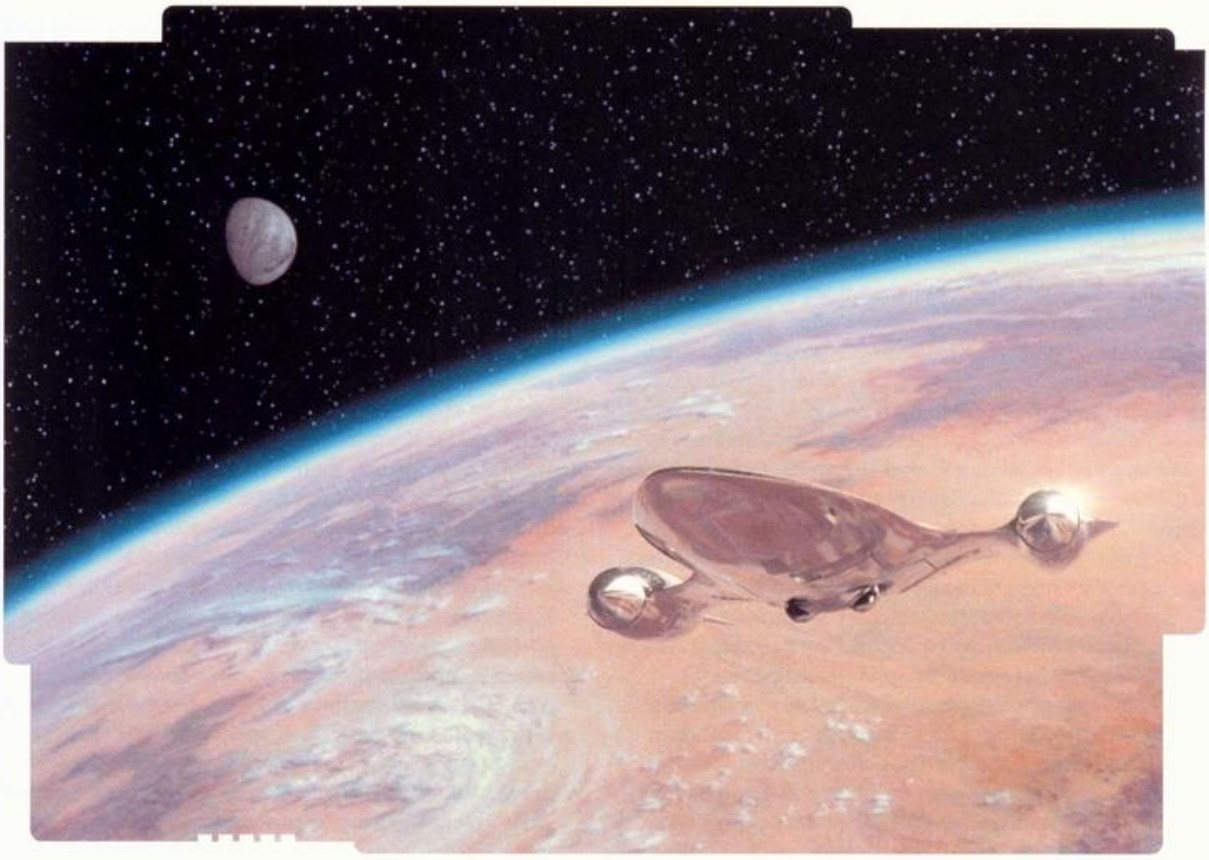
The game uses a core mechanic that makes play fast and intuitive. This is accomplished by the use of a twenty-sided die (or "d20"). Whenever you roll dice to see if a task succeeds, roll a d20, add any relevant modifiers, and compare it to a target number. You want to roll equal to or higher than the target number. A task can be an attack, a skill check, an ability check, or a saving throw.

Now, get ready. It's a long time ago in a galaxy far, far away. And the Force is with you. Enjoy!

Characters

Your characters are the stars of the movie, the main characters in the game. We sometimes refer to them as "heroes," not in the "good guy" sense per se, but in the sense of the main protagonists of the story. Each character's imaginary life is different. Your character might be . . .

- A tough blaster-for-hire.
- A Padawan learner seeking to gain power in the Force.
- A brash starfighter pilot.
- A gambler or free trader looking to make the next big score.
- A grizzled spacer, trying to make a living on the space lanes.
- A smuggler with a heart of gold.
- A young senator or an arrogant princess from a prosperous world.
- A Rebel or an Imperial.
- A Force-user who has been seduced by the dark side.
- Or anything else you can imagine.



What You Need to Play

Here's what you need to start playing the *Star Wars Roleplaying Game:*

- This book, which tells you how to create and play your character.
- A copy of the character sheet.
- A pencil and scratch paper; graph paper might be useful, too.
- One or two four-sided dice (d4), four or more six-sided dice (d6), an eight-sided die (d8), two ten-sided dice (d10), a twelve-sided die (d12), and a twenty-sided die (d20).
- A miniature, an action figure, or something else to represent your character in the game.

Players should just concern themselves with the front sections of this book, the parts dealing with character creation, skills, feats, and equipment. The rest of the book is for the Gamemaster, providing advice for running the game, opponents to throw at the players' characters, and a starting adventure.

Dice

The rules abbreviate dice rolls with phrases such as "4d6+2," which means "four six-sided dice plus 2" (generating a number between 6 and 26). The first number tells you how many dice to roll (all of which are added together), the number after the "d" tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:

3d6: Three six-sided dice, generating a number from 3 to 18. This is the amount of damage that a blaster pistol deals.

2d8: Two eight-sided dice, generating a number from 2 to 16. This is the amount of damage that a lightsaber deals in the hands of a 1st-level Jedi.

d%: The "d%" (percentile dice) is a special case. You generate a number between 1 and 100 by rolling two different-colored ten-sided dice. One color (designated before you roll) is the tens digit. The other is the ones digit. A roll of 8 and 5, for example, gives you a result of 85. A 0 and 3 equals 3. Rolling 0 and 0 represents 100.

The Three Eras of Play

The *Star Wars Roleplaying Game* supports adventures and campaigns set in three distinct eras, each described in detail in this book. You can set your campaign in the time surrounding Episode I: *The Phantom Menace*. Known as the Rise of the Empire, it is a period when the Republic Senate's power was waning and the Jedi Council still held sway over ten thousand Jedi Knights.

Or, you can go forward in time to the classic period of galactic civil war and play in the Rebellion era, when the power of the Empire was supreme and those capable of using the Force were few and far between. This is the time described in the original *Star Wars* films.

Or, jump to a time twenty years after the Battle of Endor and participate in the events surrounding the invasion of the galaxy. Aliens from beyond the edge of known space have begun an incursion into the New Republic as forces conspire to threaten the hard-won peace in the era of The New Jedi Order (as described in the Del Rey Books novel series).

The *Star Wars* galaxy is huge. More than a billion star systems fall within the known reaches of space, offering countless opportunities for wonder, mystery, and danger. Thousands of alien species live in this galaxy, from humble Jawas to powerful Wookiees. While humans are prevalent throughout known space, other species can be found everywhere. In this galaxy, the many worlds share a common history that extends thousands of years into the past. A galaxywide government (be it Republic or Empire) maintains law and order thanks to faster-than-light-speed travel provided by the amazing hyperdrive engine. Because hyperspace makes the distance between the stars insignificant, trade, commerce, and culture mix freely in regions as diverse as the Core and the Outer Rim.

You play the role of a character in this setting. You carry a blaster or a lightsaber. You fly hyperspeed starfighters. You regularly converse with members of a thousand different species. You have access to a dependable landspeeder or a helpful astromech droid. You might even be able to call upon the mystic power of the Force.

The galaxy isn't all aliens and technology, however. The galaxy is constantly in peril, and only you can save it. You must battle evil Sith Lords, struggle against tyrannical Imperial forces, or vanquish invaders from other regions of space. You can depend on your own skills and abilities, your friends and allies, and a good ship to aid you. Hopefully, those things will be enough. Listen! Do you hear that? It's the sound of a thousand terrible things heading your way. But don't worry, you can handle it. And remember, the Force will be with you. Always.

Terms and Definitions

The following terms appear throughout the *Star Wars Roleplaying Game*. In case you aren't familiar with some of them, these definitions should make reading this book easier.

ability: One of the six basic character qualities—Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

action: A character activity. There are attack actions, move actions, full-round actions, and free actions.

adventure: A story for characters to experience, sometimes called a mission. The events depicted in *Star Wars* Episode IV: *A New Hope* make up one long adventure.

attack: Any of numerous actions intended to harm, disable, or neutralize an opponent.

attack action: This type of action allows you to do something, such as make an attack, or use a skill or feat.

attack roll: A roll to determine whether an attack hits. To make an attack roll, roll 1d20 and add the appropriate modifiers for the attack type. An attack hits if the result is equal to or greater than the target's Defense.

bonus: A positive modifier to a die roll.

campaign: A series of linked adventures that form the backdrop against which the characters interact and participate in the campaign world. The events depicted in the three classic *Star Wars* films (Episodes IV, V, and VI) make up a campaign.

character: A fictional individual within the confines of a *Star Wars* game setting.

character class: One of the following player character types: fringer, noble, scoundrel, scout, soldier, Force adept, Jedi consular, Jedi guardian. Class defines a character's predominant talents and general function within a team.

check: A method of deciding the result of a character's action (other than attacking or making a saving throw) that has a chance of failure. Checks are based on a relevant character ability, skill, or other characteristic. To make a check, roll 1d20 and add any relevant modifiers. If the check result equals or exceeds the Difficulty Class of a task or the result of an opponent's check, the check succeeds.

critical hit (crit): A hit that strikes a vital area and therefore deals damage that reduces wound points (instead of vitality points). To score a critical hit, an attacker must first score a threat (usually a natural 20 on an attack roll, depending on the weapon being used) and then succeed on a critical roll (just like another attack roll). The damage from a critical hit goes directly to a target's wound points.

DC: Difficulty Class.

damage: A decrease in vitality points, wound points, an ability score, or other aspects of a character caused by injury, illness, or the Force.

deal damage: Cause damage to a target with a successful attack.

Defense: A measure of how difficult a character is to hit in combat.

Difficulty Class (DC): The target number that a player must meet or beat for a check or saving throw to succeed.

dying: Near death and unconscious. A dying character has run out of wound points and can take no actions.

experience points (XP): A numerical measure of a character's personal achievement and advancement. The GM awards XP at the end of each adventure based on what the characters have accomplished.

USING THIS BOOK

How you approach the contents of the roleplaying game depends on the role you plan to play in your *Star Wars* campaign.

Gamemasters

If you plan to take on the important role of Gamemaster for a *Star Wars* campaign, you should become familiar with this whole book. Start by reviewing the character creation chapters (the Fast-Track section and Chapters 1 through 6) and the Gamemaster section. You need to decide what era you're going to set your campaign in, because this will affect the type of characters your players create. The GM section offers advice and explains the advantages and disadvantages of the different eras.

Players

If you plan to create a character to run in a *Star Wars* campaign, you can start with the Fast-Track section. It offers a few methods for quickly creating characters. For more details, review Chapters 1 through 6.

fail: Achieve an unsuccessful result for a check, saving throw, or other determination involving a die roll.

flat-footed: Especially vulnerable to attacks at the beginning of a battle. Characters are flat-footed until their first turns in the initiative cycle. Flat-footed characters cannot use their Dexterity bonuses to Defense.

Force, the: An energy field generated by all living things; it gives the Jedi their powers. The Force has a light side and a dark side.

Force-Sensitive: A feat that allows a character to learn Force skills and feel the Force flowing through the galaxy.

Force-user: A Force-sensitive character that has mastered the ability to wield the Force, such as a Jedi.

free action: Minor activity that consumes very little time and effort.

full-round action: An action that uses all of your effort in a round. Some skills and feats require a full-round action, as does making multiple attacks (if you are permitted to do so).

Gamemaster (GM): The player who portrays characters not controlled by the other players, makes up the story setting for the game, and serves as the referee.

Gamemaster character (GM character): A character controlled by the Gamemaster, as opposed to a character controlled by a player.

hero: A character controlled by a player, one of the main protagonists of an adventure or campaign.

melee attack: A physical attack used in close combat.

melee weapon: A handheld weapon designed for close combat, such as a lightsaber or vibroblade.

modifier: Any bonus or penalty applied to a die roll.

move action: This type of action allows you to move your speed, climb, draw a weapon, pick up an item or some other similar activity.

natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

penalty: A negative modifier to a die roll.

range increment: Each full range increment of distance between an attacker using a ranged weapon and a target gives the attacker a cumulative –2 penalty to the ranged attack roll. Thrown weapons have a maximum range of five range increments. Projectile weapons have a maximum range of ten range increments.

ranged attack: Any attack made at a distance using a ranged weapon.

ranged weapon: An energy, projectile, or thrown weapon designed for attacking from a distance, such as a blaster or grenade.

round: A 6-second unit of game time used to manage combat. Every character in combat may take at least one action every round.

saving throw (save): A roll made to avoid (at least partially) damage or harm. The three types of saving throws are Fortitude, Reflex, and Will.

stack: Combine for a cumulative effect. In most cases, modifiers to a given check or roll stack if they have different descriptors, regardless of their sources. If the modifiers of a particular roll do not stack, only the best bonus or worst penalty applies. Dodge bonuses, circumstance bonuses, and synergy bonuses, however, do stack with each other unless otherwise specified.

target: The intended recipient of an attack, action, or Force power.

threat: A possible critical hit.

threat range: All natural die roll results that constitute a threat when rolled for an attack. For most weapons, the threat range is 20. Some weapons have greater threat ranges. However, any attack that doesn't result in a hit is not a threat.

trained: Having at least 1 rank in a skill.

unarmed attack: A melee attack made with no weapon in hand.

untrained: Having no ranks in a skill. Some skills can't be used untrained.

vitality points: A measure of a character's ability to turn a direct hit into a graze or a near miss and generally keep active without becoming fatigued. Most damage reduces vitality points. Vitality points are also used to power Force skills. Not all characters have vitality points.

wound points: A measure of how much physical damage a character can withstand before falling unconscious and dying. For characters with vitality points, damage reduces wound points only after all vitality points are gone, or when struck by a critical hit.

XP: Experience points.

Fast-Track Character Creation

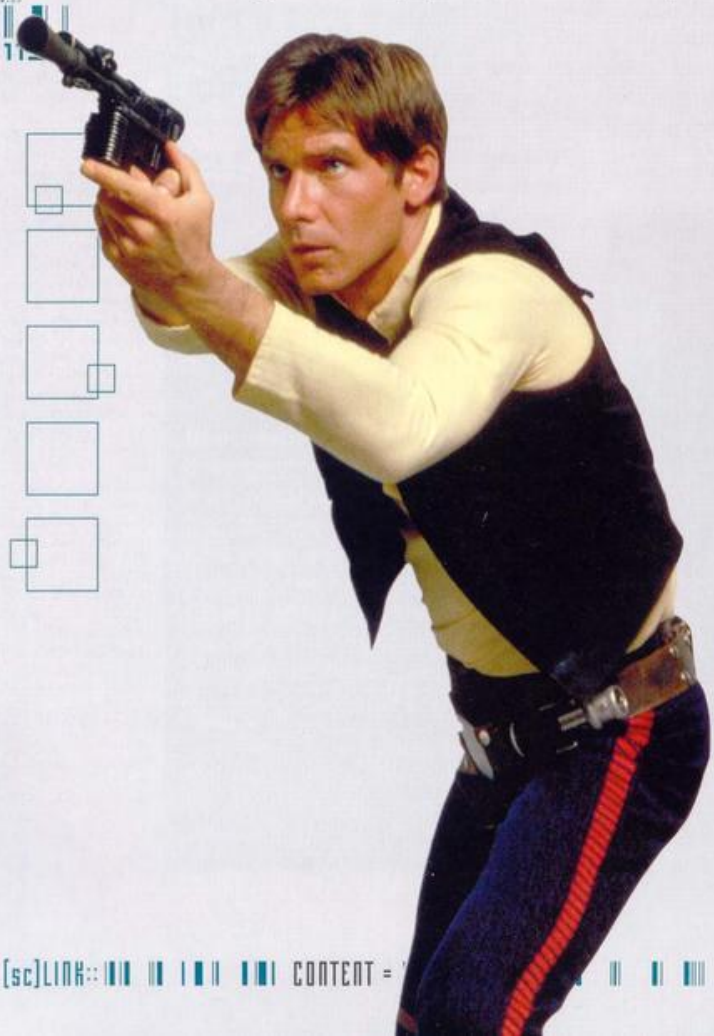
A long time ago in a galaxy far, far away . . . .

War threatens the very fabric of galactic society. Whether it is the danger of the coming civil war that hangs as a dark veil over the collapsing Republic or the menace of the tyrannical Empire that rules afterward, the galaxy desperately needs heroes.

You are a hero, ready to protect the Republic, battle the Empire, or defend the galaxy from an alien peril invading from beyond the edge of known space. You are a hero—brave, daring, and ready to prove yourself. With companions to aid you, and a good blaster (or lightsaber, or bowcaster, or . . .) at your side, you're ready to face anything the galaxy might throw in your path. This is your story. . . .

Using a Hero Template

The fastest way to create a character is to select a hero template. A template offers a ready-to-play character that comes complete with a species, class, ability scores, skills, feats, weapons, gear, credits, and a descriptive quotation. You add a name and any other details you'd like, and you're ready to take on whatever villains your Gamemaster throws at you. Turn the page to check out the templates.



Random Character Creation

Follow these steps to create a 1st-level character. You need a photocopy of the character sheet (found on page 319), a pencil, some scratch paper, and four six-sided dice. Use this method instead of the planned character creation method that follows if you don't have a specific type of character in mind.

0. Check with Your Gamemaster

Your GM may have house rules or campaign basics that vary from these standard rules. You might also want to know what character types the other players are playing so that you can create a character that fits well into the group.

1. Ability Scores

Roll your character's six ability scores. Determine each one by rolling four six-sided dice. Ignore the lowest die and total the other three. Record your six results on scratch paper.

If you roll poorly and get low scores, you can roll again. Your scores are considered too low if your total modifiers (before changes according to species) are 0 or less, or if your highest score is 13 or lower. (See Table 1–1: Ability Modifiers for ability score modifiers.)

2. Choose Species

What kind of character do you want to play? Start by deciding which species you want the character to belong to. The description of each species is listed in Chapter 2: Species. Some species aren't available in all eras of play. After you've selected a species, record it on your character sheet.

Species available for play are Human, Cerean, Ewok, Gungan, Ithorian, Mon Calamari, Rodian, Sullustan, Trandoshan, Twi'lek, and Wookiee.

3. Choose Class

A class represents a way of life that a character has fully embraced. It serves as a starting point to help you define your character, a hook on which you can hang the character's personality, skills, and other traits. Each class is described in Chapter 3: Classes. (Note that some classes have certain restrictions, depending on what era your campaign is set in.)

The eight classes are fringer, noble, scoundrel, scout, soldier, Force adept, Jedi consular, and Jedi guardian.

4. Assign and Adjust Ability Scores

Now that you know your character's species and class, assign the scores you rolled in Step 1 to your character's six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Adjust these scores according to the character's species, as indicated on Table 2–1: Species Ability Adjustments.

You want to put high scores in abilities that accentuate your character's class. Each class description explains which abilities are important for that class. You also want to

assign scores based on your concept of what sort of person your character is, helping to further highlight the character's strengths and weaknesses.

For each ability, record the modifier, as shown on Table 1–1: Ability Modifiers. This number tells you how far above (or below) average your character is in that ability.

5. Record Species and Class Features

Your character's species and class grant certain features. Most are automatic, but some involve making choices. Look ahead if you need to when making these choices, and don't be afraid to backtrack and do something over if a better idea strikes you.

6. Select Skills

You get a certain number of skill points depending on your character's class and Intelligence modifier. Spend these points to buy skills.

Skills are measured in ranks. Each rank adds +1 to checks (rolls) you make to use a skill. At 1st level, you can buy up to 4 ranks in a class skill or up to 2 ranks in a cross-class skill (a skill from another class's list of skills). See Chapter 3: Classes for a list of each class's skills. All skills can be found in Chapter 4: Skills.

Buying skills goes faster if you spend 4 skill points (your maximum) on every skill that you buy.

7. Select Feats

Feats are special features that provide a character with new capabilities or improvements. All 1st-level characters start with at least one feat (certain classes and species provide an additional feat). See Table 5–1: Feats and Table 5–2: Force Feats for a list of available feats.

Note that if you want your character to have more of a connection to the Force than the average person does in the *Star Wars* universe, you need to select the Force-Sensitive feat (see page 94).

8. Select Equipment

If you don't use the equipment from a hero template, you randomly determine your character's starting credits and then select items piece by piece.

Class	*Starting Credits*
Fringer	(1d4+1)×100
Noble	(2d6+5)×100
Scoundrel	(1d10+4)×100
Scout	(1d6+2)×100
Soldier	(1d8+3)×100
Force adept	(1d4+1)×100
Jedi consular	(1d10+4)×100
Jedi guardian	(1d8+3)×100

9. Record Combat and Skill Numbers

Based on your species, class, ability modifiers, feats, and equipment, determine the following numbers:

Saving throws (page 108), Defense (page 130), vitality and wound points (page 39), Force Points (page 157), initiative modifier (page 133), melee attack bonus (page 130), ranged attack bonus (page 130), weapons statistics (page 116), and skill modifiers (page 62).

Invent a name for your character. Any other details can be added later. You can even add and change details later, as you get a better feel for your character—and with your GM's permission, of course!

Planned Character Creation

Use this method instead of the random character creation method if you have a specific type of 1st-level character in mind. Follow all the steps listed above, but modify Step 1 as described below. The use of either method described below requires the permission of your Gamemaster.

1. Ability Scores

Instead of rolling dice, you select the scores you want your character to possess. This requires more up-front planning on your part. You're going to want to know exactly what kind of character you hope to create so you can select your ability scores appropriately. To do this, determine what species the character will be, what class he or she will belong to, and what type of career within that class the character will embrace. (For example, a character with the soldier class could be a mercenary, a bodyguard, a soldier in the Republic Defense Force, or even a law enforcer of some kind.)

Your character's ability scores all start at 8. You have 25 points to use to increase these scores. The table below shows how many points it costs to increase a score.

Score	*Cost*
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	8
16	10
17	13
18	16

The Standard Score Package

You can also use this balanced mix of scores, designed for hero characters. You can arrange these scores in any order you wish. This mix creates a character with mostly above-average scores and one score with a penalty. As with the point-based method described above, you apply species modifiers after you assign the scores to specific abilities.

The standard score mix is:

15, 14, 13, 12, 10, and 8

Fringer Templates

Note: In addition to the feats listed in the individual templates, each fringer starts play with the Weapon Group Proficiency (simple weapons) and Weapon Group Proficiency (blaster pistols) feats.

Human Racer

Level 1 Fringer

Ability Scores

Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 13

Vitality: 8 **Wounds**: 10

Defense: 16

Reputation: 0

Skills

Bluff	+3	Computer Use	+3
Craft (vehicle)	+5	Enhance Ability	+2
Knowledge (racing)	+5	Pilot	+9
Repair	+5	Survival	+6

Feats: Alertness, Force-Sensitive, Skill Emphasis (Pilot)

Weapons: Blaster pistol (damage 3d6)

Gear: Tool kit (marginal quality), racing helmet, flight suit

Credits: 200

Description: You come from an Outer Rim Territory world, where you have developed a love for vehicles of all kinds. You like to take them apart and put them back together. But most of all you like to race them. You love the speed, the excitement. Someday, you're even going to win a race.

Quotation: "I can win this one. I know I can."

Ithorian Guide

Level 1 Fringer

Ability Scores

Str 13, Dex 15, Con 12, Int 12, Wis 12, Cha 8

Vitality: 9 **Wounds**: 12

Defense: 15

Reputation: 0

Skills

Climb	+5	Handle Animal	+5
Hide	+6	Knowledge (nature)	+7
Ride	+6	Spot	+5
Survival	+9		

Feats: Run, Track

Weapons: Blaster rifle (damage 3d8), vibroblade (damage 2d6)

Gear: Comlink, glow rod, macrobinoculars, medpac, survival kit

Credits: 300

Description: You're from the jungle world of Ithor, where you learned the skills needed to become a guide. Now you travel the fringe regions, helping those willing to pay to find their way around uncharted planets. While you're most comfortable in jungle terrain, you have learned to survive in most every kind of wilderness.

Quotation: "I can lead you there, but it's going to cost you."

Wookiee Mercenary

Level 1 Fringer

Ability Scores

Str 16, Dex 13, Con 12, Int 8, Wis 12, Cha 8

Vitality: 9 **Wounds**: 12

Defense: 14

Reputation: 0

Skills

Climb	+10	Intimidate	+5
Knowledge (mercenaries)	+3	Listen	+5
		Survival	+5

Feats: Endurance, Point Blank Shot

Weapons: Bowcaster (damage 3d10)

Gear: Ammo bandoleer

Credits: 400

Description: You have left your homeworld of Kashyyyk to find your fortune among the stars. You are a blaster-for-hire, a merc who takes on whatever causes pay well. Still, the famed Wookiee honor courses through your blood, and you stick with a client until the contract ends.

Quotation: "Rroowrrwor!" ("You don't need to buy an army. You've got me.")

Noble Templates

Note: In addition to the feats listed in the individual templates, each noble starts play with the Weapon Group Proficiency (simple weapons) and Weapon Group Proficiency (blaster pistols) feats.

Human Royal

Level 1 Noble

Ability Scores

Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14

Vitality: 6 **Wounds**: 8

Defense: 15

Reputation: 6

Skills

Appraise	+5	Diplomacy	+6
Disguise	+6	Intimidate	+4
Knowledge (etiquette)	+5	Knowledge (royalty)	+5
Pilot*	+6	Ride	+6
Sense Motive	+5		

** This is a class skill for this template.*

Feats: Fame, Improved Initiative

Weapons: Hold-out blaster (damage 3d4)

Gear: Comlink, datapad, expensive clothes

Credits: 1100

Description: You are a member of one of the galaxy's Royal Houses, the son or daughter of a noble lord. While your family doesn't hold true political power anymore, they remain influential. Plus, it doesn't hurt that they're wealthy. You, of course, haven't yet come into your inheritance. Until then, you handle family business around the galaxy—and support your own initiatives as warranted.

Quotation: "My family has a lot of influence in such matters. Can I count on your support?"

Cerean Ambassador

Level 1 Noble

Ability Scores

Str 8, Dex 10, Con 10, Int 15, Wis 14, Cha 17

Vitality: 6 **Wounds**: 10

Defense: 13

Reputation: 3

Skills

Bluff	+5	Computer Use	+6
Diplomacy	+7	Forgery*	+6
Gather Information	+5	Knowledge (politics)	+6
Listen	+4	Read/Write Language (one)	n/a
Sense Motive	+6		
Speak Language (one)	n/a		

** This is a class skill for this template.*

Feats: Quickness

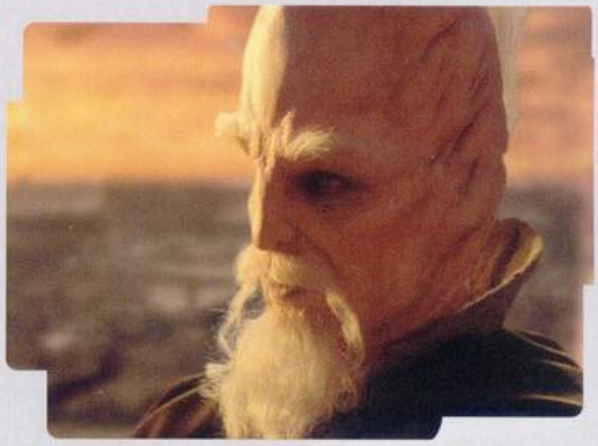
Weapons: Hold-out blaster (damage 3d4)

Gear: Comlink, datapad

Credits: 800

Description: You are a minor diplomat from the Cerean homeworld, skilled in the arts of negotiation and mediation. You believe in reaching compromises and finding equitable solutions to problems.

Quotation: "Let's talk about this."



Twi'lek Administrator

Level 1 Noble

Ability Scores

Str 10, Dex 8, Con 12, Int 15, Wis 11, Cha 16

Vitality: 7 **Wounds**: 12

Defense: 12

Reputation: 3

Skills

Appraise	+6	Bluff*	+7
Computer Use	+6	Diplomacy	+7
Gather Information	+5	Knowledge (bureaucracy)	+6
Sense Motive	+4	Spot	+2
Speak Language (Hutt)	n/a		

** This is a class skill for this template.*

Feats: Dodge

Weapons: Hold-out blaster (damage 3d4)

Gear: Comlink, datapad, glow rod

Credits: 700

Description: You learned to use your natural charisma and negotiating talents to become a skilled manipulator of bureaucracies, learning to cut through red tape with ease. Your bargaining abilities, organizational skills, and fact-finding talents make you a valuable member of any group.

Quotation: "Anything is possible, exalted one."

Rodian Entertainer

Level 1 Noble

Ability Scores

Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14

Vitality: 6 **Wounds**: 8

Defense: 15

Reputation: 3

Skills

Diplomacy	+6	Disguise	+6
Entertain (kloo horn)	+6	Entertain (sing)	+6
Jump	+2	Listen	+3
Sleight of Hand*	+6	Tumble	+4

** This is a class skill for this template.*

Feats: Acrobatic

Weapons: Blaster (damage 3d6)

Gear: Mirror, holorecorder, medpac, kloo horn

Credits: 900

Description: You travel the space lanes, earning credits by entertaining the crowds in spaceports, cantinas, and other seedy locations. Someday your talent will be recognized and you'll become a star. In the meantime, you have to make a living.

Quotation: "I have a song for every occasion. Even this one."

Scoundrel Templates

Note: In addition to the feats listed in the individual templates, each scoundrel starts play with the Weapon Group Proficiency (simple weapons) and Weapon Group Proficiency (blaster pistols) feats.

Human Gambler

Level 1 Scoundrel

Ability Scores

Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15

Vitality: 6 **Wounds**: 10

Defense: 16

Reputation: 0

Skills

Appraise	+5	Bluff	+6
Computer Use	+5	Gather Information	+6
Knowledge (sabacc)	+5	Move Silently	+6
Profession (gambler)	+8	Sense Motive	+3
Sleight of Hand	+6	Spot	+7

Feats: Alertness, Heroic Surge

Weapons: Hold-out blaster (damage 3d4)

Gear: Comlink, lucky charm, sabacc deck

Credits: 600

Description: You make your living through games of chance. Most of the time, Lady Luck smiles upon you. Sometimes, however, she turns away and leaves you on your own. You've learned to take care of yourself, because not every friendly game ends up friendly.

Quotation: "Never tell me the odds!"

Twi'lek Smuggler

Level 1 Scoundrel

Ability Scores

Str 13, Dex 15, Con 10, Int 12, Wis 12, Cha 10

Vitality: 6 **Wounds**: 10

Defense: 17

Reputation: 0

Skills

Appraise	+5	Astrogate	+5
Bluff	+4	Computer Use	+5
Disable Device	+5	Forgery	+5
Move Silently	+6	Pilot	+6
Search	+5		

Feats: Starship Operation (space transport)

Weapons: Blaster pistol (damage 3d6), vibroblade (damage 2d6)

Gear: Comlink, breath mask, flight suit

Credits: 700

Description: You move cargo from place to place. Can you help it if some places consider your cargo to be illegal? There's always someone willing to pay for your services, though. You're good at getting past inspectors and blockades.

Quotation: "Don't ask me whether it's legal. Legality doesn't concern me."

Trandoshan Outlaw

Level 1 Scoundrel

Ability Scores
Str 16, Dex 12, Con 13, Int 8, Wis 9, Cha 10

Vitality: 7 **Wounds**: 13

Defense: 15

Reputation: 0

Skills

Demolitions	+3	Disable Device	+3
Hide	+5	Intimidate	+4
Listen	+5	Move Silently	+5
Spot	+5		

Feats: Alertness

Weapons: Blaster pistol (damage 3d6), vibroblade (damage 2d6)

Gear: The clothes on your back

Credits: 500

Description: Fate has conspired against you, and now you're on the run—from the law, from a crime lord, maybe even from your own people. Either way, you have a price on your head. That doesn't stop you from getting involved in things you really shouldn't, though. You hate to see others in trouble, so you do what you can to help—even if it puts you in greater peril.

Quotation: "You know what my problem is? I care."

Human Slicer

Level 1 Scoundrel

Ability Scores
Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13

Vitality: 6 **Wounds**: 10

Defense: 15

Reputation: 0

Skills

Computer Use	+9	Craft (electronics)	+6
Disable Device	+6	Forgery	+6
Gather Information	+5	Hide	+5
Knowledge (streetwise)	+6	Profession (slicer)	+6
Search	+6	Repair	+6
		Spot	+6

Feats: Low Profile, Skill Emphasis (Computer Use)

Weapons: Hold-out blaster (damage 3d4)

Gear: Comlink, datapad, computer tool kit (ordinary quality)

Credits: 900

Description: You love computers; programming them, using them, making them perform in ways the original designers never imagined. You can rebuild the hardware, modify the software, and navigate a datastream like a pilot navigates hyperspace. If there's information out there, you can find it—no matter what kind of security might be guarding it.

Quotation: "Crack the security at SoroSuub Corporation and locate the starfighter prototype files? I can do that."

Scout Templates

Note: In addition to the feats listed in the individual templates, each scout starts play with the Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (blaster pistols), and Weapon Group Proficiency (blaster rifles) feats.

Human Explorer

Level 1 Scout

Ability Scores
Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 8

Vitality: 9 **Wounds**: 15

Defense: 15

Reputation: 0

Skills

Climb	+5	Knowledge (Outer Rim)	+4
Listen	+6	Speak Language (two)	n/a
Ride	+6	Survival	+6
Spot	+6		
Swim	+5		

Feats: Point Blank Shot, Toughness, Track

Weapons: Blaster rifle (damage 3d8)

Gear: Comlink, electrobinoculars, glow rod, medpac, survival kit

Credits: 300

Description: The Great Unknown calls to you. You have a driving desire to know what's Out There. For you, the mysteries that lie on the other side of the mountain must be solved, so you take up your gear and set off for adventure.

Quotation: "I want to see everything there is. And then I want to see more."

Ewok Hunter

Level 1 Scout

Ability Scores

Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 8

Vitality: 9 **Wounds**: 13

Defense: 16

Reputation: 0

Skills

Hide	+7	Listen	+5
Move Silently	+7	Search	+4
Spot	+5	Survival	+8

Feats: Point Blank Shot, Skill Emphasis (Survival), Track

Weapons: Knife (damage 1d6), bow and arrows (damage 2d6)

Gear: Leather pouch, plants and herbs, dried meat, totem objects

Credits: 0

Description: You are a great hunter, one of the best in your tribe—or at least you will be, someday. Now you're just starting out, but you show great promise. The tree spirits favor you, and the forest easily gives up its secrets for you to find. You know nothing about technology, but if it moves, you can track it.

Quotation: "Yub yub, klik tu! De'eee!" ("Yes, I've picked up the trail. This way!")

Sullustan Pilot

Level 1 Scout

Ability Scores

Str 10, Dex 17, Con 8, Int 14, Wis 13, Cha 10

Vitality: 8 **Wounds**: 8

Defense: 17 (18 when wearing flight suit)

Reputation: 0

Skills

Astrogate	+6	Bluff	+2
Computer Use	+6	Disable Device	+5
Knowledge (system)	+6	Pilot	+7
Repair	+6	Spot	+5

Feats: Starship Operation (space transport), Starship Operation (starfighter)

Weapons: Blaster (damage 3d6)

Gear: Breath mask, comlink, datapad, flight suit, tool kit (ordinary quality)

Credits: 500

Description: You love to fly. It doesn't matter what kind of ship it is, as long as you can sit at the controls. You learned at the controls of swoops and speeders, eventually getting to fly transports. You've even tested out on starfighters, though you've yet to see any combat.

Quotation: "If it's got an engine, I can fly it."

Soldier Templates

Note: In addition to the feats listed in the individual templates, each soldier starts play with the Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles) Weapon Group Proficiency (repeating blasters), Weapon Group Proficiency (vibro weapons), and Armor Proficiency (light) feats.

Human Brawler

Level 1 Soldier

Ability Scores

Str 15, Dex 12, Con 14, Int 10, Wis 13, Cha 8

Vitality: 12 **Wounds**: 14

Defense: 13

Reputation: 0

Skills

Intimidate	+3	Knowledge (action vids)	+4
Spot	+3		
Treat Injury	+5	Tumble	+3

Feats: Improved Initiative, Martial Artist

Weapons: Combat gloves (damage 1d4)

Gear: Holovid (action theme)

Credits: 400

Description: You love action vids so much that you carry your favorite holovid around with you. Otherwise, you travel light. You have learned how to fight, up close and personal. In fact, you love getting into scrapes and brawls almost as much as you love action vids.

Quotation: "We're going to fight now. Trust me, you're gonna love it!"

Gungan Soldier

Level 1 Soldier

Ability Scores
Str 14, Dex 15, Con 15, Int 8, Wis 10, Cha 10

Vitality: 12 **Wounds**: 15

Defense: 17

Reputation: 0

Skills

Handle Animal	+4	Survival	+2
Treat Injury	+4		

Feats: Dodge

Weapons: Cesta (damage 2d4 for melee, 2d8 for ranged)

Gear: Medpac, combat jumpsuit, survival kit, pouch of 10 energy balls

Credits: 0

Description: You are a brave, proud Gungan warrior. Growing up in the great underwater city of Otoh Gunga, you thought you had seen all the wonders of the world. But you never expected what existed beyond the Gungan lakes. You are a fighter, a survivor, but you hate to resort to violence unless you have to.

Quotation: "Yous askin' for bombad crunchen? 'Bombad Crunchen' mesa middle name."

Trandoshan Bodyguard

Level 1 Soldier

Ability Scores
Str 16, Dex 12, Con 16, Int 8, Wis 8, Cha 10

Vitality: 13 **Wounds**: 19

Defense: 13

Reputation: 0

Skills

Intimidate	+4	Spot	+1
Treat Injury	+3		

Feats: Toughness

Weapons: Vibroaxe (damage 2d10)

Gear: Medpac, survival kit

Credits: 400

Description: It's your job to protect your client, to keep him safe. To accomplish this, you stay nearby and keep a wary eye on anyone who gets too close. You'd rather apologize for hurting an innocent bystander than fail to keep your client from coming to harm.

Quotation: "I've got your back."

Mon Calamari Copilot

Level 1 Soldier

Ability Scores
Str 8, Dex 15, Con 10, Int 14, Wis 13, Cha 12

Vitality: 10 **Wounds**: 10

Defense: 17

Reputation: 0

Skills

Astrogate	+6	Computer Use	+6
Demolitions	+6	Pilot	+6
Repair	+6	Spot	+3

Feats: Starship Operation (space transport)

Weapons: Blaster pistol (damage 3d6)

Gear: Comlink, datapad, flight suit, tool kit (premium quality)

Credits: 600

Description: You were trained as a soldier back on your home world of Mon Calamari, but you've always had a desire to fly starships. So you complemented your training with flying lessons and dedicated yourself to becoming the best copilot anyone could ever want. You can fly. You can fight. Now all you need to do is find a pilot willing to hire you on.

Quotation: "You must learn to ride the waves, or you will be swallowed by the undertow."

Force-User Templates

Note: In addition to the feats listed in the individual templates, each Force-User starts play with the Weapon Group Proficiency (simple weapons) and Weapon Group Proficiency (blaster pistols) feats.

Human Force Mage

Level 1 Force Adept

Ability Scores
Str 10, Dex 8, Con 12, Int 15, Wis 14, Cha 13

Vitality: 9 **Wounds**: 12

Defense: 13 (14 when wearing reptile-hide tunic)

Reputation: 0

Skills

Affect Mind	+5	Empathy	+6
Force Grip	+6	Hide	+3
Listen	+8	Move Object	+6
Spot	+8	Survival	+6

Feats: Alertness, Alter, Force-Sensitive, Quickness, Weapon Group Proficiency (primitive weapons)

Weapons: Spear (damage 1d8)

Gear: Reptile-hide tunic, cloak, pouches, herbs

Credits: 0

Description: You come from an out-of-the-way planet where the Force traditions are much different from those practiced by the Jedi. To you, the Force is much more supernatural, and your ability to call upon it is magic. You are a shaman for your people, but the Force has called you for a new mission. A vision has inspired you to leave your planet and explore the galaxy.

Quotation: "My powers will aid you."

Gungan Mystic

Level 1 Force Adept

Ability Scores
Str 10, Dex 12, Con 15, Int 14, Wis 13, Cha 10

Vitality: 10 **Wounds**: 15

Defense: 14

Reputation: 0

Skills

Climb	+4	Empathy	+8
Heal Another	+5	Jump	+4
Knowledge		Search	+4
(Gungan myths)	+6	Sense Motive	+5
Survival	+5		

Feats: Alter, Force-Sensitive, Skill Emphasis (Empathy), Weapon Group Proficiency (primitive weapons)

Weapons: Atlatl (damage 2d4 for melee, 2d8 for ranged)

Gear: Survival kit, pouch of 10 energy balls

Credits: 0

Description: You are a Gungan, called to service by the power of the lakes and swamp (what some call the Force) to minister to your people. The hidden ways are open to you, and the darkest depths hold nothing that you fear. You use Gunga myths and legends as parables, seeking to feed the spiritual needs of Otoh Gunga.

Quotation: "Da munchen beast is bombad hungry, so yousa no wanten to swim in da deep water."

Ithorian Nature Priest

Level 1 Force Adept

Ability Scores
Str 10, Dex 10, Con 8, Int 14, Wis 15, Cha 17

Vitality: 8 **Wounds**: 8

Defense: 13

Reputation: 0

Skills

Empathy	+6	Friendship	+7
Handle Animal	+7	Hide	+4
Knowledge		Spot	+6
(wilderness lore)	+8	Survival	+10
Treat Injury	+6		

Feats: Alter, Force-Sensitive, Track, Weapon Group Proficiency (primitive weapons)

Weapons: Quarterstaff (damage 1d6/1d6)

Gear: Horticulture tools (premium quality), medpac, macrobinoculars, survival kit

Credits: 200

Description: You are one of the few Ithorians who are allowed to set foot on the holy ground of the Mother Jungle. You are one of the Mother's chosen, a nature priest who uses the Force to commune with the living jungle. Sometimes your calling takes you to a troubled herd ship or elsewhere in the galaxy, but eventually you must return to Ithor's jungles to worship and serve the Holy Mother.

Quotation: "The Mother Jungle gives me strength."

Human Jedi Scholar

Level 1 Jedi Consular

Ability Scores
Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13

Vitality: 8 **Wounds**: 10

Defense: 14

Reputation: 1

Skills

Computer Use	+9	Diplomacy	+5
Empathy	+6	Gather Information	+5
Knowledge (Jedi lore)	+6	Search	+8
See Force	+6	Sense Motive	+8
Speak Language (two)	n/a	Treat Injury	+6

Feats: Exotic Weapon (lightsaber), Force-Sensitive, Sense, Skill Emphasis (Computer Use)

Weapons: Lightsaber (damage 2d8)

Gear: Comlink, datapad, medpac

Credits: 800

Description: The Force serves as your key to the galaxy at large, helping you increase your knowledge. You approach life with an academic's eye, seeking knowledge for its own sake. You are also trained to research a given topic, to find all the available data to best understand a situation, and to pass along your knowledge as any teacher would.

Quotation: "Knowledge is power. Allow me a moment to enlighten you."

Mon Calamari Jedi Mediator

Level 1 Jedi Consular

Ability Scores

Str 10, Dex 13, Con 10, Int 10, Wis 15, Cha 14

Vitality: 8 **Wounds**: 10

Defense: 14

Reputation: 1

Skills

Diplomacy	+6	Empathy	+6
Enhance Senses	+6	Listen	+3
Sense Motive	+6	Speak Language (one)	n/a
Telepathy	+6		

Feats: Exotic Weapon (lightsaber), Force-Sensitive, Sense

Weapons: Lightsaber (damage 2d8)

Gear: Comlink

Credits: 600

Description: Balance must be maintained. You are from the watery world of Mon Calamari, but you have been training to be a Jedi most of your life. Whenever the Jedi Council is called upon to settle a dispute, mediate a conflict, or negotiate a settlement, you are one of the consulars sent to handle the assignment.

Quotation: "Perhaps we can reach a compromise."

Human Jedi Padawan Learner

Level 1 Jedi Guardian

Ability Scores

Str 12, Dex 14, Con 15, Int 10, Wis 13, Cha 8

Vitality: 12 **Wounds**: 15

Defense: 16

Reputation: 1

Skills

Empathy	+5	Enhance Ability	+6
Force Stealth	+6	Heal Self	+6
Tumble	+6		

Feats: Control, Dodge, Force-Sensitive, Exotic Weapon (lightsaber)

Weapons: Lightsaber (damage 2d8)

Gear: Comlink

Credits: 400

Description: You have been training since you were a child, and now you are ready to step into the larger world. The Force is your ally, and a powerful ally it is. Still, this is a dangerous time for you. You are still learning, still honing your skills and powers, and the dark side looms nearby, waiting to corrupt you if you take the quick and easy path.

Quotation: "I'm not afraid."

Sullustan Jedi Investigator

Level 1 Jedi Guardian

Ability Scores

Str 8, Dex 12, Con 14, Int 10, Wis 15, Cha 13

Vitality: 12 **Wounds**: 14

Defense: 15

Reputation: 1

Skills

Computer Use	+4	Empathy	+6
Gather Information	+3	Knowledge (Jedi lore)	+4

Feats: Control, Force-Sensitive, Low Profile

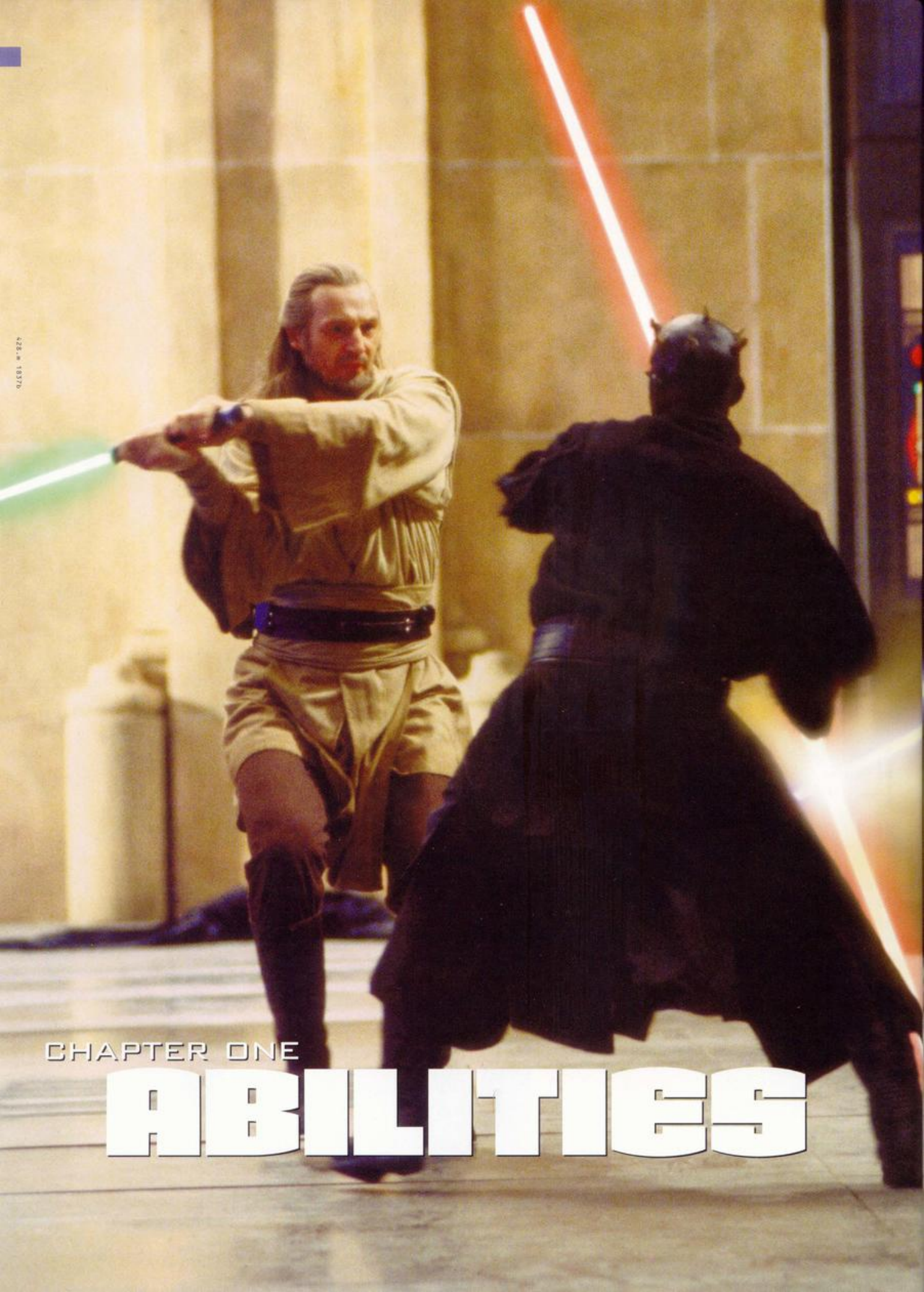
Weapons: Hold-out blaster (damage 3d4)

Gear: Comlink, datapad

Credits: 700

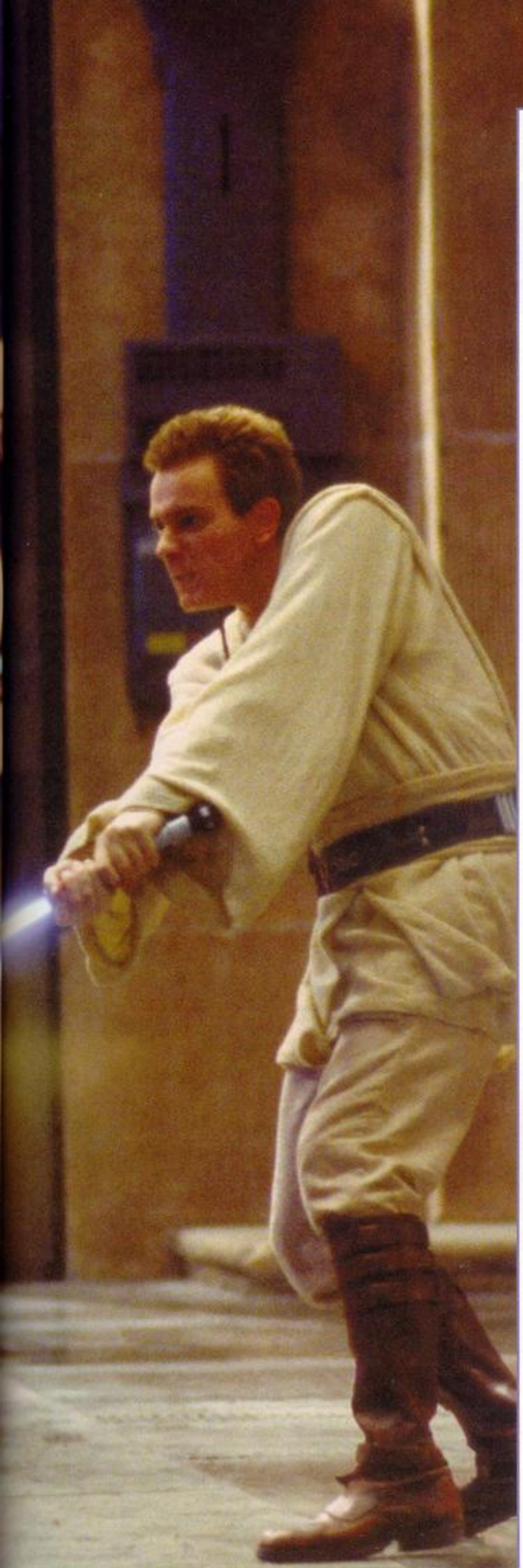
Description: Living on Sullust taught you how to navigate the dark labyrinths beneath your home world's surface, but the Jedi taught you to understand and use the Force. Now you act as an investigator for the Jedi Council, examining evidence and gathering information to form opinions and reach conclusions.

Quotation: "Something's not right here."



CHAPTER ONE

ABILITIES



Just about every dice roll you make is going to get a bonus or penalty based on your character's abilities. A tough character has a better chance of surviving a freezing night on Hoth. A perceptive character is more likely to notice stormtroopers sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret cargo compartment. Your ability scores tell you what your modifiers are for rolls such as these.

Your character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and each below-average ability gives you a disadvantage on other die rolls. You roll your scores randomly, assign them to the abilities you like, raise and lower them according to your character's species, and then raise them as your character advances in experience.

Your Ability Scores

To create an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical galactic citizen is 10 or 11, but your character is not typical. The most common ability scores for player characters (heroes) are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of person your character is going to be, including his species and class, in order to know where best to place your character's ability scores. Remember that choosing a species other than Human causes some of these ability scores to change (see Table 2–1: Species Ability Adjustments, page 28).

Ability Modifiers

Each ability, after changes made because of species, has a –5 to +5 modifier. Table 1–1: Ability Modifiers (on the next page) shows the modifier for each ability, based on its score.

The modifier is the number you add to the die roll when your character tries to do something related to that ability. For instance, you add your Strength modifier to your roll when you try to hit someone with a vibroblade. You also apply the modifier to some numbers that aren't die rolls; for instance, your Dexterity modifier applies to your Defense. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Rerolling

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if the total of your modifiers (before changes according to species) is 0 or lower, or if your highest score is 13 or lower.

OTHER METHODS FOR DETERMINING ABILITY SCORES

The Fast-Track section outlines other methods for determining ability scores. These include a point-buy method, a standard score package, and hero templates. If your Gamemaster approves any or all of these additional methods, you may use them. See pages 10–11 for more information.

Table 1-1: Ability Modifiers

Score	Modifier	Score	Modifier	Score	Modifier
1	–5	12–13	+1	24–25	+7
2–3	–4	14–15	+2	26–27	+8
4–5	–3	16–17	+3	28–29	+9
6–7	–2	18–19	+4	30–31	+10
8–9	–1	20–21	+5	etc. . . .	etc. . . .
10–11	0	22–23	+6		

The Abilities

Each ability partially describes your character and affects some of your character's actions. The description of each ability includes a list of notable characters along with their scores in that ability.

Strength (Str)

Strength measures your character's muscle and physical power. This ability is especially important for soldiers because it helps them prevail in physical combat.

You apply your character's Strength modifier to:

- Melee attack rolls.
- Damage rolls for melee and thrown weapons. (Exception: Grenades don't have their damage modified by Strength.)
- Climb, Jump, and Swim checks, and other skill checks using Strength as the key ability.
- Strength checks (for breaking down doors and the like).

Table 1-2: Notable Strength Scores

Character	Score	Modifier
Yoda	7	–2
Queen Amidala	8	–1
Stormtrooper	10	0
Senator Palpatine	11	0
Lando Calrissian	12	+1
Qui-Gon Jinn	13	+1
Royal Guard	14	+2
Obi-Wan Kenobi	15	+2
Darth Vader	16	+3
Darth Maul	17	+3
Chewbacca	20	+5

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important ability for scoundrels, but it's also high on the list for characters who want to be good shots with ranged weapons (such as blaster pistols) or who want to handle the controls of a starship or speeder fairly well.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, such as with blasters.
- Defense, provided the character can react to the attack.
- Reflex saving throws, for avoiding grenades and similar attacks.
- Move Silently, Hide, and Pilot checks, and other skill checks using Dexterity as the key ability.

Table 1-3: Notable Dexterity Scores

Character	Score	Modifier
Jabba the Hutt	9	–1
Stormtrooper	10	0
Senator Palpatine	11	0
Yoda	12	+1
Chewbacca	13	+1
Han Solo	14	+2
Qui-Gon Jinn	15	+2
Obi-Wan Kenobi	16	+4
Darth Maul	19	+5

> "Right now I feel like I could take on the whole Empire myself."
>
> — Dack Ralter

Constitution (Con)

Constitution represents your character's health and stamina. Constitution equals a hero's wound points, so it's important for everyone, but most important for soldiers and Jedi guardians.

You apply your Constitution modifier to:

- Each die roll for gaining additional vitality points (though a penalty can never reduce a vitality point roll below 1—that is, a character with vitality points always gains at least 1 vitality point each time he or she goes up a level).
- Fortitude saving throws, for resisting poison and similar threats.
- Most Control-based Force skill checks.

If a character's Constitution changes, his or her wound points should also increase or decrease accordingly.

Table 1-4: Notable Constitution Scores

Character	Score	Modifier
Anakin Skywalker	10	0
Queen Amidala	11	0
Qui-Gon Jinn	12	+1
Luke Skywalker	14	+2
Obi-Wan Kenobi	15	+2
Boba Fett	16	+3
Darth Maul	17	+3
Chewbacca	20	+5

Intelligence (Int)

Intelligence determines how well your character learns and reasons. Intelligence is important for scouts, nobles, and any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Search and Knowledge checks, and other skill checks with Intelligence as the key ability.
- Most Alter-based Force skill checks.

Animals have Intelligence scores of 1 or 2. Aliens with Humanlike intelligence have scores of at least 3.

Table 1-5: Notable Intelligence Scores

Character	Score	Modifier
Stormtrooper	10	0
Lando Calrissian	12	+1
Han Solo	13	+1
Princess Leia	14	+2
Luke Skywalker	15	+2
Qui-Gon Jinn	16	+3
Darth Vader	17	+3

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. Compared to Intelligence, Wisdom is more related to being in tune with and aware of one's surroundings, while Intelligence represents one's ability to analyze information. An "absent-minded professor" has a low Wisdom score and a high Intelligence score. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is the most important ability for Force-users who rely on Sense skills, and it's also important for scouts. If you want your character to have keen senses, put a high score in Wisdom.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating certain Force attacks).
- Listen, Spot, Sense Motive, and Treat Injury checks, and other skill checks using Wisdom as the key ability.
- Most Sense-based Force skill checks.

"Size matters not.
Judge me by my size do you?"

— Jedi Master Yoda

Table 1-6: Notable Wisdom Scores

Character	Score	Modifier
Watto	8	−1
Jar Jar Binks	9	−1
Chewbacca	10	0
Lando Calrissian	11	0
Han Solo	12	+1
Princess Leia	13	+1
Queen Amidala	14	+2
Qui-Gon Jinn	17	+3
Yoda	19	+4

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents actual strength of personality, not merely how others perceive you in a social setting. Charisma is most important for nobles.

You apply your Charisma modifier to:

- Bluff, Diplomacy, and Disguise checks, as well as other skills using Charisma as the key ability, and checks representing attempts to influence others.

Table 1-7: Notable Charisma Scores

Character	Score	Modifier
Jar Jar Binks	10	0
Luke Skywalker	11	0
Anakin Skywalker	12	+1
Obi-Wan Kenobi	13	+1
Lando Calrissian	14	+2
Han Solo	15	+2
Princess Leia	16	+3
Queen Amidala	17	+3
Senator Palpatine	18	+4

> "Impressive... most impressive."
>
> — Lord Darth Vader

Intelligence, Wisdom, and Charisma

You can use your character's Intelligence, Wisdom, and Charisma scores to guide you in role-playing your character. Here are some guidelines (just guidelines) about what these scores can mean.

A character with a high Intelligence score is curious, knowledgeable, and prone to using big words. A character with a high Intelligence but low Wisdom may be smart but absent-minded, or knowledgeable but lacking in common sense. A character with a high Intelligence but a low Charisma may be a know-it-all or a reclusive scholar. The smart character lacking in both Wisdom and Charisma usually puts her foot in her mouth.

A character with a low Intelligence mispronounces and misuses words, has trouble following directions, or fails to get the joke.

A character with a high Wisdom score may be sensible, serene, "in tune," alert, or centered. A character with a high Wisdom but a low Intelligence may be aware, but simple. A character with a high Wisdom but a low Charisma knows enough to speak carefully and may become an adviser or "power behind the throne" rather than a leader.

A character with a low Wisdom score may be rash, imprudent, irresponsible, or "out of it."

A character with a high Charisma may be beautiful, handsome, striking, personable, and confident. A character with a high Charisma but a low Intelligence can usually pass herself off as knowledgeable, until she meets a true expert. A charismatic character with a low Wisdom may be popular, but he doesn't know who his real friends are.

A character with a low Charisma may be reserved, gruff, rude, fawning, or simply nondescript.

Example of Generating and Assigning Ability Scores

Thomas sits down to create a new character. He rolls four six-sided dice (4d6) and gets 5, 4, 4, and 1. Ignoring the lowest die, he records the sum of the other three on scratch paper: 13. He does this five more times and gets these six scores: 13, 10, 15, 12, 8, and 14. Thomas decides to play a strong, tough Gungan soldier. Now he assigns his rolls to abilities.

Strength gets the highest score, 15. His character has a +2 Strength bonus that will serve him well in melee combat.

Constitution gets the next highest score, 14. The Gungan's +2 Constitution species ability adjustment (see Table 2–1: Species Ability Adjustments, page 28) improves his Constitution score to 16, for a +3 bonus (that means more vitality points), 16 wound points, and better Fortitude saving throws.

Thomas puts his lowest score, 8, into Charisma.

Thomas has two scores with bonuses left (13 and 12), plus an average score (10).

Dexterity gets the 13 (+1 bonus). That helps with attacking with ranged weapons and with Reflex saving throws. (Thomas is also thinking ahead. A Dexterity score of 13 qualifies his character for the Dodge feat—see Table 5–1: Feats).

Wisdom gets the 12. The Gungan's –2 Wisdom species penalty adjustment (see Table 2–1: Species Ability Adjustments, page 28) drops his Wisdom score to 10 (no bonus or penalty).

Intelligence gets the 10 (no bonus or penalty). Average Wisdom and Intelligence aren't bad for a soldier.

Thomas records his character's species, class, ability scores, and ability modifiers on his character sheet.

Changing Ability Scores

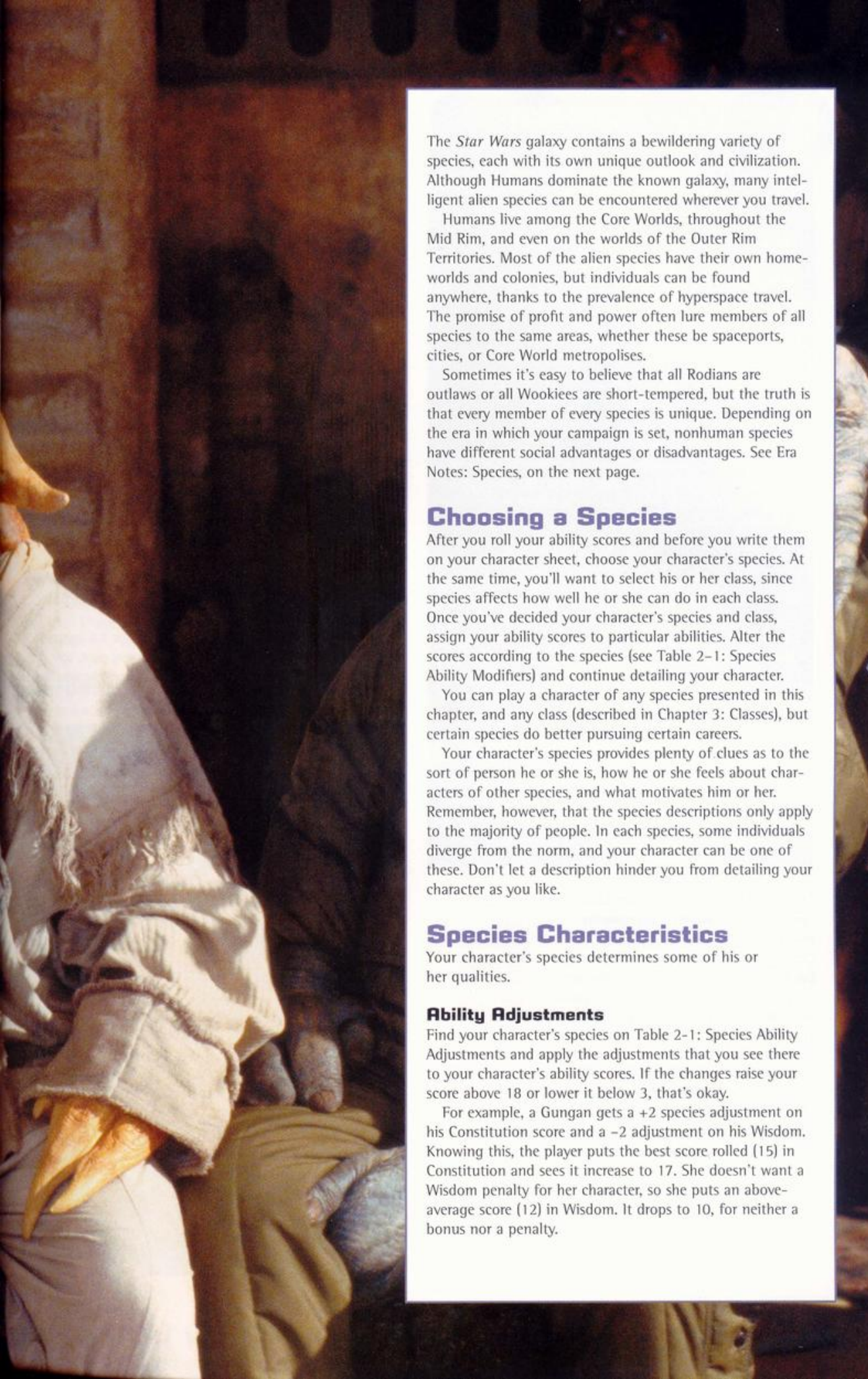
Over time, the ability scores your character starts with can change. Ability scores can increase with no limit.

- Add 1 point to any ability score at 4th level and every four levels your character attains thereafter (at 8th, 12th, 16th, and 20th level).
- Poisons, diseases, and other effects can temporarily harm an ability (temporary ability damage). Ability points lost to damage return naturally, typically at a rate of 1 point per day.
- As a character ages, some ability scores go up and others go down. See Table 6–1: Aging Effects, page 104, for details.

When an ability score changes, all attributes associated with that score change accordingly. For example, when Sia-Lan becomes a 4th-level Jedi guardian, she increases her Dexterity from 15 to 16. Now she's harder to hit and better at using ranged weapons, and all of her Dexterity-based skills improve as well.

CHAPTER TWO

SPECIES



The *Star Wars* galaxy contains a bewildering variety of species, each with its own unique outlook and civilization. Although Humans dominate the known galaxy, many intelligent alien species can be encountered wherever you travel.

Humans live among the Core Worlds, throughout the Mid Rim, and even on the worlds of the Outer Rim Territories. Most of the alien species have their own homeworlds and colonies, but individuals can be found anywhere, thanks to the prevalence of hyperspace travel. The promise of profit and power often lure members of all species to the same areas, whether these be spaceports, cities, or Core World metropolises.

Sometimes it's easy to believe that all Rodians are outlaws or all Wookiees are short-tempered, but the truth is that every member of every species is unique. Depending on the era in which your campaign is set, nonhuman species have different social advantages or disadvantages. See Era Notes: Species, on the next page.

Choosing a Species

After you roll your ability scores and before you write them on your character sheet, choose your character's species. At the same time, you'll want to select his or her class, since species affects how well he or she can do in each class. Once you've decided your character's species and class, assign your ability scores to particular abilities. Alter the scores according to the species (see Table 2–1: Species Ability Modifiers) and continue detailing your character.

You can play a character of any species presented in this chapter, and any class (described in Chapter 3: Classes), but certain species do better pursuing certain careers.

Your character's species provides plenty of clues as to the sort of person he or she is, how he or she feels about characters of other species, and what motivates him or her. Remember, however, that the species descriptions only apply to the majority of people. In each species, some individuals diverge from the norm, and your character can be one of these. Don't let a description hinder you from detailing your character as you like.

Species Characteristics

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 2-1: Species Ability Adjustments and apply the adjustments that you see there to your character's ability scores. If the changes raise your score above 18 or lower it below 3, that's okay.

For example, a Gungan gets a +2 species adjustment on his Constitution score and a –2 adjustment on his Wisdom. Knowing this, the player puts the best score rolled (15) in Constitution and sees it increase to 17. She doesn't want a Wisdom penalty for her character, so she puts an above-average score (12) in Wisdom. It drops to 10, for neither a bonus nor a penalty.

ERA NOTES: SPECIES

Nonhuman characters have some restrictions placed upon them, depending on the era in which your campaign is set. These restrictions are described below.

The Rise of the Empire (50 to 0 years before *Star Wars* Episode IV: *A New Hope*)
During the time that saw the erosion of the Old Republic and the rise of the Empire, including the period around *Star Wars* Episode I: *The Phantom Menace*, all species participated in a more or less cosmopolitan galaxy. The only restrictions on your choice of an alien species in this time frame refer to species that have not yet "been discovered" by the galaxy at large. Ewoks, therefore, are not available if your campaign is set in this era.

The Rebellion (0 to 5 years after *Star Wars* Episode IV: *A New Hope*)
The Empire was particularly entrenched with anti-alien sentiments. During this period of galactic history, most alien species were either enslaved or subjugated by the Empire. In the Outer Rim, nonhuman species continued to carry on their lives as normally as they were able, but in the more civilized regions, nonhumans were relegated to the status of second-class citizens—or worse. Many aliens joined the Rebellion, fighting alongside Humans in an effort to throw off the shackles of oppression and tyranny. Ewoks show up late in this era, during the Battle of Endor, and free Wookiees rarely appear due to their status as slaves of the Empire.

Late in this era, with the decline of the Empire and the birth of the New Republic, nonhumans once again take a prominent and equal role in the affairs of the galaxy.

The New Jedi Order (25+ years after *Star Wars* Episode IV: *A New Hope*)
All alien species are available without restriction in this time frame. The era is marked by the New Republic's battle against the Yuuzhan Vong invaders and tainted by growing distrust of the Jedi Knights.

Table 2-1: Species Abillity Adjustments

Species	Ability Adjustments
Human	None
Cerean	+2 Intelligence, +2 Wisdom, –2 Dexterity
Ewok	+2 Dexterity, –2 Strength
Gungan	+2 Constitution, –2 Wisdom
Ithorian	+2 Wisdom, +2 Charisma, –2 Dexterity
Mon Calamari	+2 Intelligence, –2 Constitution
Rodian	+2 Dexterity, –2 Wisdom, –2 Charisma
Sullustan	+2 Dexterity, –2 Constitution
Trandoshan	+2 Strength, –2 Dexterity
Twi'lek	+2 Charisma, –2 Wisdom
Wookiee	+4 Strength, –2 Dexterity, –2 Wisdom, –2 Charisma

Species and Languages

All characters (except Ewoks and Wookiees) know how to speak Basic. Nonhuman characters can also speak the language associated with their species. Smart characters (those with an Intelligence bonus) speak other languages as well, one extra language per point of bonus. Select your character's bonus languages (if any) from the list found in the Speak Language skill description, page 81.

Literacy: All characters are assumed to know how to read and write their primary language. For example, Humans can read and write Basic, and Ithorians can read and write the Ithorian language. If you want your character to be literate in a secondary language, you should spend skill points to learn the Read/Write Language skill for the appropriate language. See Read/Write Language, page 80, for more information.

Humans

Humans dominate the Core Worlds and can be found in virtually every corner of the galaxy. They are the ancestors of early spacefaring pioneers, conquerors, traders, travelers, and refugees. Humans have always been people on the move. As a result, Humans can be found on almost every inhabited planet. They are a people who are physically, culturally, and politically diverse. Hardy or fine, light-skinned or dark, Humans remain one of the most dominant species.

Personality: Human personality runs the gamut of possibilities, though members of this species tend to be highly adaptable, tenacious, and willing to keep striving no matter the odds. They are flexible and ambitious, diverse in their tastes, morals, customs, and habits.

Physical Description: Humans average about 1.8 meters tall. Skin shades run from nearly black to very pale, hair from black to blond. Men are usually taller and heavier than

HUMAN

women. Humans achieve maturity about the age of 15 and rarely live beyond 100.

Human Homeworld: Various, including Coruscant, Corulag, Naboo, Tatooine, and Alderaan.

Language: Humans speak Basic. They typically learn other languages, including obscure ones.

Example Names: Arani, Bail, Ben, Beru, Biggs, Corran, Dack, Dané, Galak, Garm, Han, Lando, Leia, Luke, Mace, Mara, Obi-Wan, Owen, Padmé, Qui-Gon, Sia-Lan, Rann, Talon, Vor'en, Wedge, Winter.

Adventurers: Humans aren't afraid to try anything, and Human adventurers are the most audacious, daring, and ambitious members of an audacious, daring, and ambitious species. A Human can earn glory by amassing power, wealth, and fame. More than any other species, Humans champion causes rather than territories or groups.

Human Species Traits

- Medium-size. As Medium-size creatures, Humans have no special bonuses or penalties due to their size.
- Human base speed is 10 meters.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level, since Humans are versatile and capable. (The 4 extra skill points at 1st level are added on as a bonus, not multiplied in. See Chapter 4: Skills.)
- 1 extra feat at 1st level, because Humans are quick to master specialized tasks and are varied in their talents. (See Chapter 5: Feats.)
- Automatic Language: Basic.

Cereans

Cereans come from a remote utopian world. Most Cereans are peaceful, following farming traditions that date back thousands of years. The species includes more females than males, and Cerean society has a distinct matriarchal format. Their high-domed heads hold binary brains, and two hearts beat in a Cerean's chest. With a nonaggressive heritage, it is only rarely that a Cerean develops the desire to adventure, and even more rare that one takes up the robes of a Jedi Knight.

Personality: Calm, rational, and extremely logical.

Physical Description: Cereans average about 2 meters tall, with elongated craniums. They have a maturity rate and life span similar to that of Humans.

Cerean Homeworld: The blissful planet Cerea.

Language: Cereans speak Cerean. Many are also fluent in Basic.

Example Names: Ki-Adi, So Leet, Sylvn, Ti-Dal, Maj-Odo

Adventurers: Cereans who become adventurers do so in direct contradiction to their traditions and beliefs. Even so, when a cause or situation turns a Cerean to this path, he or she tries to approach life with as many of the Cerean beliefs intact as possible. Aggression should be the last resort after all peaceful solutions are attempted, for example. The

CEREAN

binary brain allows a Cerean to constantly weigh both sides in any disagreement and give two points of view equal consideration. This ability extends even to issues surrounding the Force, and a Cerean Force-user often contemplates the light side and the dark side simultaneously.

Cerean Species Traits

- +2 Intelligence, +2 Wisdom, –2 Dexterity. Cereans are very bright and intuitive. They are less coordinated than most other species, however.
- Medium-size. As Medium-size creatures, Cereans have no special bonuses or penalties due to their size.
- Cerean base speed is 10 meters.
- +2 species bonus on Initiative. Despite their general lack of coordination, Cereans' reaction speed is superior to that of most other species. Some have theorized that this is a low-level form of precognition, perhaps due to their binary brains, but no hard evidence exists to support this.
- Automatic Languages: Cerean and Basic.

Ewoks

Ewoks hail from the forest moon of Endor, where they maintain a primitive hunter/gatherer society. Prior to the

"Why do I sense we've picked up another pathetic life form?"

— Obi-Wan Kenobi

EWOK

Battle of Endor (four years after Episode IV), Ewoks were almost entirely unknown to the galaxy at large. Some traders and explorers visited Endor's moon, but with no form of space travel, Ewoks never left their homeworld. Although primitive by galactic standards, the tribal Ewoks are resourceful and highly adaptable.

Personality: Curious, superstitious, and courageous.

Physical Description: Ewoks average about 1 meter tall. Their thick fur varies widely in color and pattern. They often wear hoods, decorative feathers, and animal bones.

Ewok Homeworld: The forest moon of Endor.

Language: Ewoks speak Ewokese. They can learn to speak Basic.

Example Names: Asha, Chirpa, Deej, Kneesaa, Latara, Logray, Malani, Nippet, Paploo, Shodu, Teebo, Wicket, Wiley.

Adventurers: An Ewok adventurer may be motivated by a love of excitement, inquisitiveness, or a warrior's quest. Usually, an Ewok hero joins up with a scout or other hero who has access to a starship. Collecting powerful "magic" items from fallen opponents, such as a stormtrooper's helmet or a range finder from a blaster rifle, is a sure way for an Ewok to earn the respect of his or her tribe.

Ewok Species Traits

- +2 Dexterity, –2 Strength. Ewoks are very agile and good with ranged weapons, but their small size makes them weaker than Medium-size species.
- Small. As Small creatures, Ewoks gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than Humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Ewok base speed is 6 meters.
- Primitive Penalty. An Ewok receives a –4 penalty to attack and skill checks made with technological items. An Ewok can spend 2 skill points to reduce the penalty to –2 upon gaining a new level. At any new level thereafter, the Ewok can spend another 2 skill points to eliminate the remaining penalty.
- +2 species bonus on Search checks due to heightened sense of smell. Only apply this bonus if scent is a factor in the use of the skill.
- Automatic Language: Ewok.

Gungans

From the watery depths of Naboo, the Gungans are an ancient species with a warlike tradition. Gungans can hold their breath for extended periods, and they live within underwater cities. Their bubble dwellings contain a breathable atmosphere. The most common Gungan race is the Otolla Gungan, characterized by taller, leaner frames and extended eyestalks. The rare Ankura Gungan has recessed eyes, green skin, and a heavier, shorter frame. Except for the physical characteristics, there are no genetic differences between the two Gungan races. Usually distrustful of strangers and slow to accept aid, Gungans are nevertheless brave, strong, and confident of their own traditions.

Personality: Inquisitive, cautious, and suspicious.

Physical Description: Gungans range from 1.6 to 2 meters tall, with two eyestalks, floppy ears, and long tongues.

GUNGAN

Gungan Homeworld: Naboo (with colonies on the Ohma-D'un moon).

Language: Gungans speak a variant of Basic.

Example Names: Fassa, Jar Jar, Rugor, Tarpals, Toba, Tobler Ceel, Yoss

Adventurers: Gungan adventurers have a strong warrior tradition. Many leave the underwater cities to explore the ancient swamps and shorelines. Since the treaty with the Humans of Naboo, some Gungans have taken a larger step into galactic society. These brave individuals are driven by an impulse to explore and regain the warrior spirit of old. There are no examples of Gungan Jedi as yet, though there have been legends of Force adepts among these people.

> "Gungans no die'n without a fight... wesa warriors."
>
> — JAR JAR BINKS

Gungan Species Traits

- +2 Constitution, –2 Wisdom. Gungans are a hardy species but aren't particularly strong-willed or perceptive.
- Medium-size. As Medium-size creatures, Gungans have no special bonuses or penalties due to their size.
- Gungan base speed is 10 meters.
- Hold breath. Gungans are at home either in air or water. When under water, their nostrils seal, and they can stay submerged for much longer than members of other species. A Gungan can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning. Gungans also have a +4 species bonus on Swim checks.
- Low-light vision. Gungans can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- +2 species bonus on Listen checks. Despite their low Wisdom, Gungans have extraordinary hearing.
- +1 species bonus on Reflex saves. Gungans have an uncanny ability to avoid danger.
- Automatic Languages: Gungan and Basic (variation).

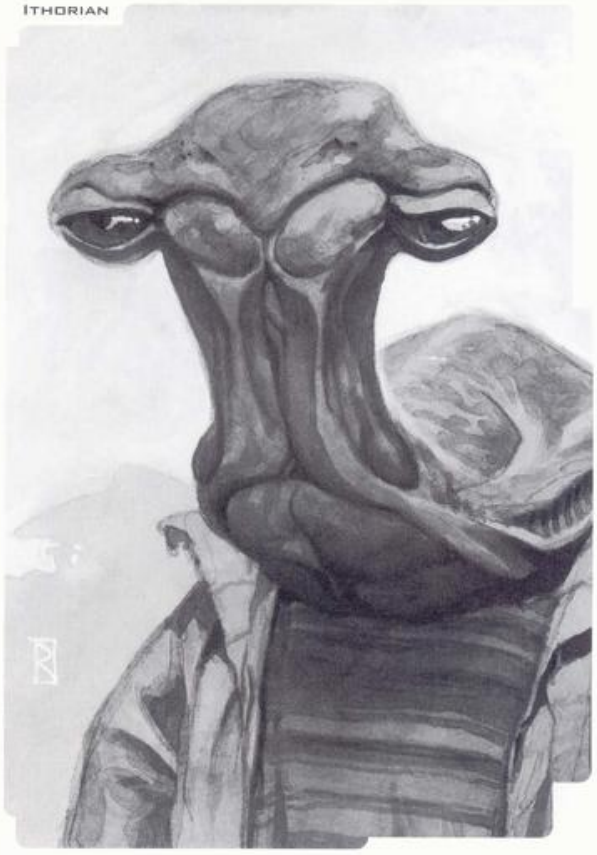
Ithorians

From the jungle world of Ithor or one of its many space-worthy "herd" ships, the peaceful Ithorians are also known as Hammerheads by the galaxy at large. Ithorians dedicate themselves to ecological endeavors, especially on their homeworld, where they seek to preserve the pastoral beauty of the great tropical jungle—the Mother Jungle. A peaceful, gentle people, the Ithorians have a great love of art. Many travel the galaxy in giant herd ships, bringing the beauty of Ithor wherever they go.

Personality: Calm, peaceful, tranquil, and gentle.

Physical Description: Ithorians are humanoid, ranging in height from 1.8 to 2.3 meters tall, with long necks that curl

ITHORIAN



forward and end in dome-shaped heads. They have two mouths, one on each side of their neck.

Ithorian Homeworld: Ithor, or a specific herd ship.

Language: Ithorians speak stereophonic Ithorese. Many also speak Basic.

Example Names: Fandomar, Momaw, Oraltor, Trangle.

Adventurers: Ithorians tend to concentrate on peaceful professions. They love to meet new beings and see new places. They enjoy negotiating deals and finding peaceful solutions to conflict. They have a spiritual nature tied to their devotion to the Mother Jungle of their homeworld. Often, wanderlust leads them to explore the greater galaxy for a time before they eventually return to Ithor or the herd ship that spawned them.

Ithorian Species Traits

- +2 Wisdom, +2 Charisma, –2 Dexterity. Ithorians are wise and deliberate thinkers whose personable nature allows them to get along well with others. However, they are also relatively slow-moving, with below-average coordination.
- Medium-size. As Medium-size creatures, Ithorians have no special bonuses or penalties due to their size.
- Ithorian base speed is 10 meters.
- +2 species bonus on Knowledge (nature) checks. Ithorians study wilderness lore.
- +4 species bonus on Survival checks. Ithorians are in tune with natural surroundings.
- +1 species bonus on Will saves. Ithorians have above-average willpower.
- Automatic Languages: Ithorese and Basic.

MON CALAMARI

Mon Calamari

Soft-spoken but forceful, the Mon Calamari are great starship engineers. They see everything they create as a work of art and not just a tool or weapon. They are a lawful, organized people who have little tolerance for those who operate outside the status quo. They come from a water-covered world and can breathe both air and water.

Personality: Creative, quiet, and inquisitive, the Mon Calamari are dreamers who cherish peace but aren't afraid to wage war for the causes they believe in.

Physical Description: The average Mon Calamari stands between 1.3 and 1.8 meters tall. They smell of salt and the sea, with high-domed heads, large eyes, and smooth, mottled skin.

Mon Calamari Homeworld: The watery planet Calamari.

Language: The Mon Calamari speak Calamarian. Many also learn to speak Basic.

Example Names: Ackbar, Bant, Ibtisam.

Adventurers: Mon Calamari seek to find their dreams among the stars. They are idealistic and daring, often attaching themselves to causes that seem hopeless or lost right from the start. An individual Mon Calamari has great spirit and an enthusiasm that often remains hidden behind a quiet, orderly exterior. They strive to prove that even thinkers and dreamers can be brave and daring when the need arises.

Mon Calamari Species Traits

- +2 Intelligence, –2 Constitution. Mon Calamari are very bright but have relatively frail physiques.
- Medium-size. As Medium-size creatures, Mon Calamari have no special bonuses or penalties due to their size.
- Mon Calamari base speed is 10 meters.
- Amphibious. As amphibious creatures, Mon Calamari can breathe either air or water normally. They also have a +4 species bonus on Swim checks.
- Low-light vision. Mon Calamari can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- +4 species bonus on Craft (select one) checks, due to their artistic nature.
- +1 species bonus on Will saving throws when in moist or watery environments. Mon Calamari are most comfortable in wet surroundings.
- –1 penalty to Will saving throws in dry or arid environments. Mon Calamari are extremely uncomfortable in dry environments.
- Automatic Languages: Calamarian and Basic.

Rodians

Rodians grow up in a culture based on hunting and tracking. They consider bounty hunting to be an art form. They romanticize death and the hunt, revering gladiatorial games and violence. They come from a tightly controlled society on an industrial world where the greatest aspiration is to become the best hunter in the galaxy.

Personality: Violent, tenacious, and dedicated.

Physical Description: Humanoid, with multifaceted eyes, a tapered snout, and deep green skin, the average Rodian stands between 1.5 and 1.7 meters tall.

Rodian Homeworld: Rodians come from the industrial world Rodia.

RODIAN

Language: Rodians speak Rodese, but many learn to speak Basic or Huttese.

Example Names: Andoorni, Beedo, Doda, Greedo, Greeata, Kelko, Navik, Wald.

Adventurers: Rodian adventurers leave their homeworld to improve their skills, hoping to one day return and claim the title of Hunt Master. To this end, they take on roles that allow them to flex their hunting skills, increase their battle prowess, and ultimately gain experience to some day earn the prestigious profession of "bounty hunter." Few Rodians have anything to do with the Force, so Rodian Force-users are extremely rare.

Rodian Species Traits

- +2 Dexterity, –2 Wisdom, –2 Charisma. Rodians are quick and well coordinated but often act before thinking things through and are often rude and try to bully others.
- Medium-size. As Medium-size creatures, Rodians have no special bonuses or penalties due to their size.
- Rodian base speed is 10 meters.
- Bonus feat: Track. All Rodians are taught how to track from a very young age.
- +2 species bonus on Search, Spot, and Listen checks. Despite their low Wisdom, Rodians are very perceptive.
- Automatic Languages: Rodese and Basic.

Sullustans

Sullustans live in a series of complex city-caves beneath the surface of Sullust, a harsh, volcanic world covered in thick clouds of noxious gas. Their planet hosts the headquarters for the mighty SoroSuub Corporation, and visitors from all over the galaxy come to see its underground cities. Living underground has allowed the Sullustans to develop acute senses, and they are renowned for their navigational and piloting skills.

Personality: Pragmatic, pleasant, fond of practical jokes.

Physical Description: Humanoid with large round eyes, big ears, and jowls, the average Sullustan stands between 1.3 and 1.8 meters tall.

Sullustan Homeworld: The volcanic world Sullust.

Language: Sullustans speak Sullustese, though many also learn Basic.

Example Names: Aril Nunb, Dllr Nep, Nien Nunb, Sian Tevv, Syub Snunb.

Adventurers: Sullustan adventurers enjoy exploring the galaxy, conducting business, and pulling pranks to see how others react. They are inquisitive and love to discover things through personal experience. At times they can even be a bit reckless. Though some Sullustans hear the call of the Force, few attempt to follow its path.

Sullustan Species Traits

- +2 Dexterity, –2 Constitution. Sullustans are quick, agile, and good with ranged weapons, but they are not as hearty as other species.
- Medium-size. As Medium-size creatures, Sullustans have no special bonuses or penalties due to their size.
- Sullustan base speed is 10 meters.
- Darkvision. Sullustans can see in the dark up to 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and Sullustans can function just fine with no light at all.
- +2 species bonus on Climb and Listen checks. As a subterranean species, Sullustans are particularly adept at climbing around in their underground homes. They also have a strong sense of hearing.
- Automatic Language: Sullustese.

SULLUSTAN

Trandoshans

The reptilian Trandoshans are known for their great strength and warlike natures. Many of these beings dedicate themselves to martial training, and some follow the path of the hunter on their native world. A few have even become renowned (or infamous) bounty hunters in galactic society, taking what they learned on Trandosha and utilizing it beyond their home star system. These reptilian humanoids make good scouts and soldiers, but all of the non-Force classes appear throughout their society. (Force-using Trandoshans are extremely rare.) A feud has developed between some Trandoshans and some Wookiees (their homeworlds are in close proximity), but there are as many or more examples of Trandoshans and Wookiees working together and cooperating as there are instances of problems between the two cultures.

Personality: Violent, brutal, and driven. They love to compete, but can show compassion and mercy as the situation warrants.

Physical Description: Trandoshans range from 1.5 to 2.1 meters tall. Their scaly hides offer additional defense against attacks.

Trandoshan Homeworld: Trandosha (or Dosha).

TRANDOSHAN

Language: Trandoshans speak Dosh. They can learn to speak Basic.

Example Names: Bossk, Fusset, Krussk, Ssuurg, Tusserk.

Adventurers: A Trandoshan adventurer craves the thrill of battle. Some leave Dosha to become bodyguards or mercenaries. Others set out to find new places to hunt and explore. A few use their warrior traditions to become soldiers, some even developing into bounty hunters as time goes by. They may appear gruff and unpleasant at first, but if given the chance they become valuable members of any mission team.

Trandoshan Species Traits

- +2 Strength, –2 Dexterity. Trandoshans are strong and powerful but lack agility and grace.
- Medium-size. As Medium-size creatures, Trandoshans have no special bonuses or penalties due to their size.
- Trandoshan base speed is 10 meters.
- +1 natural armor bonus to Defense. Trandoshans have a natural body armor that enhances their Defense.
- Darkvision. Trandoshans can see in the dark up to 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and Trandoshans can function just fine with no light at all.
- Automatic Language: Dosh.

Twi'leks

From the dry, rocky world of Ryloth, Twi'leks have made a place for themselves along the galactic rim. These exotic beings, known for their beautiful headtails (called lekku), can also be found on planets such as Tatooine and Malastare. Sly, calculating beings, Twi'leks prefer to avoid trouble and stick to the shadows until an opportunity to emerge presents itself. They like to observe, plan, and prepare—rarely does an individual Twi'lek rush into anything. Some can be vain, but most keep an eye out for a way to profit from any situation.

Personality: Cunning, charismatic, and profit-oriented.

Physical Description: Humanoid, with long, tapered headtails, the average Twi'lek stands between 1.6 and 2.1 meters tall. Skin tones include shades of blue, white, and green.

Twi'lek Homeworld: Twi'leks come from the planet Ryloth.

Language: Twi'leks speak Ryl. Some also learn Basic and Huttese.

Example Names: Bib Fortuna, Deel Surool, Firith Olan, Koyi Komad, Lyn Me, Oola, Tott Doneeta

Adventurers: Twi'lek adventurers leave their storm-swept planet to explore the Outer Rim and seek fame and fortune. They prefer to work behind the scenes, letting others stand in the full light of day. Few can stand the regimented lifestyle of the soldier, but many Twi'leks wind up in business (whether legal or illegal), as entertainers, and even as diplomats. The Force is strong in this species, and some Twi'leks gravitate toward Jedi studies.

Twi'lek Species Traits

- +2 Charisma, –2 Wisdom. Twi'leks make convincing diplomats but are relatively weak-willed.
- Medium-size. As Medium-size creatures, Twi'leks have no special bonuses or penalties due to their size.
- Twi'lek base speed is 10 meters.

TWI'LEK

- Low-light vision. Twi'leks can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- +1 species bonus on Fortitude saves. Twi'leks are generally very healthy, including a resistance to toxins and illness.
- Automatic Languages: Ryl and Basic.
- Bonus Language: Lekku (the head-tail language).

Wookiees

Known for their battle skills, Wookiees are long-lived and very strong, with a talent for mechanics. They may appear to be primitive, but they are quite adept with high technology. While Wookiees have a reputation for hostility (such as pulling arms off droids), they also possess a great capacity for kindness. They make loyal friends. Wookiees have a great many customs and traditions that revolve around honor and loyalty, including the special bond of friendship called the honor family, and the sacred pledge of honor called the life debt. Though arboreal, a Wookiee never uses its climbing claws in combat. Doing this is considered dishonorable and a sign of madness.

Personality: Honorable, rash, short-tempered.

Physical Description: Large, arboreal humanoids covered in thick fur, Wookiees range in height from 2 to 2.3 meters.

Wookiee Homeworld: Wookiees come from the jungle world of Kashyyyk.

Language: Wookiees speak Shyriiwook, which consists of grunts and growls. Many learn to understand Basic, but they can't speak anything other than Shyriiwook due to vocal limitations.

Example Names: Chewbacca, Gorwooken, Groznik, Lowbacca, Ralrra, Rorworr, Salporin.

Adventurers: Wookiee adventurers usually start out as wanderers or explorers. They usually bond with fellow adventurers, forming extended honor families. Some even pledge life debts to individuals who performed a great service (equivalent to saving a Wookiee's life). There are Force adepts among the giant trees of Kashyyyk, and a few Wookiees have even taken to the path of the Jedi.

> "It's not wise to upset a Wookiee."
> — Han Solo

Wookiee Species Traits

- +4 Strength, –2 Dexterity, –2 Wisdom, –2 Charisma. Wookiees are exceptionally powerful but tend to be impulsive and have little patience for diplomatic matters.
- Medium-size. As Medium-size creatures, Wookiees have no special bonuses or penalties due to their size.
- Wookiee base speed is 10 meters.
- +2 species bonus on Climb checks. Wookiees have claws that allow them to climb particularly well.
- +4 species bonus on Intimidate checks. Their reputation makes intimidation the Wookiees' primary form of diplomacy.

WOOKIEE

- Wookiee Rage: When necessary, the Wookiee can fly into a frenzy. In a rage, a Wookiee gains phenomenal strength (even for a Wookiee) and durability, but becomes reckless and less able to defend himself. He temporarily gains +4 Strength, +2 vitality points per level, and a +2 rage bonus on Fortitude and Will saves, but suffers a –2 penalty to Defense.

  While raging, a Wookiee cannot use skills, feats, or special abilities that require patience and concentration, such as Move Silently, Expertise, or any Force-based power. A Wookiee can use any non-Force-based feat he might have (except for Expertise). A fit of rage lasts for a number of rounds equal to 5 + the character's Constitution modifier. At the end of this duration, the Wookiee loses the bonus vitality points gained from the rage, as well as 1d4 additional vitality points for every round of the rage's duration. This vitality point loss cannot result in wound damage to the Wookiee, but may result in fatigue.
- Extraordinary Recuperation: A Wookiee regains vitality and wound points at twice the normal rate (2 vitality points per character level per hour, 2 wound points per day of rest).
- Automatic Languages: Shyriiwook and Basic (understand only).

CHAPTER THREE

CLASSES

Star Wars characters seek credits, glory, justice, fame, power, or knowledge, or perhaps other goals—some honorable and some base. Each chooses a different way to achieve these goals, from brutal combat power to subtle skills to the mastery of the Force. Some adventurers prevail and grow in experience, wealth, and power. Others die.

Your character's class is his or her profession or vocation. It determines what he or she is able to do: combat training, skills, special abilities, and more. Class is probably the first choice you make about your character (just ahead of species, or perhaps in conjunction with that decision). The class you choose determines where you should best place your character's ability scores and suggests which species are best to support that class choice.

The Classes

There are eight main classes, known as hero classes, in the *Star Wars Roleplaying Game*. They are presented in this chapter in the following order:

Fringer: A jack-of-all-trades who hails from a planet far from the comforts of the Core Worlds.
Noble: A master of bargaining and negotiation who inspires confidence and makes a great leader.
Scoundrel: A tricky, skillful rogue who succeeds by stealth instead of brute force.
Scout: A cunning, skilled explorer trained to operate in the vast wilderness of space and backwater worlds.
Soldier: A warrior with exceptional combat capability and unequaled skill with weapons.
Force Adept: A Force-user trained in a different tradition from that of the Jedi Knights, or a wild talent that has learned to use the Force without any formal training whatsoever.
Jedi Consular: A Jedi who concentrates more on diplomacy and scholarly pursuits rather than on pure physicality.
Jedi Guardian: A Jedi who combines physical and mental training with mastery of the Force.

Class Name Abbreviations: Class names are abbreviated as follows: Frg, fringer; Nbl, noble; Scl, scoundrel; Sct, scout; Sol, soldier; FA, Force adept; JC, Jedi consular; JG, Jedi guardian.

The Multiclass Character

As your character advances in level, he or she may add new classes. Adding a new class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character's other class or classes. A noble, for example, might become a noble/soldier. Adding the soldier class would give her proficiency in more weapons, better Fortitude saves, and so on, but it would also mean that she doesn't gain new noble abilities and thus is not as powerful a noble as she otherwise would have become. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

Class and Level Bonuses

An attack roll, saving throw, or skill check is a combination of three numbers, each representing a different factor: a random factor (the number you roll on 1d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarizes the figures for this third factor.

Base Attack Bonus: Check the table for your character's class. On an attack roll, apply the bonus from the Base Attack Bonus column to the 1d20 die roll. Use the bonus that corresponds to the character's class level. Numbers after a slash indicate additional attacks at reduced bonuses: "+12/+7/+2" means three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks normally, but bonuses from ability scores do not grant extra attacks.

For example, a 6th-level noble has a base attack of +4. With a blaster or other ranged weapon, she adds her Dexterity modifier. Even if this would increase her Base Attack to +6 or better, she doesn't gain an additional attack.

If a character has more than one class (see Multiclass Characters, page 56), the base attack bonuses for each class are cumulative.

Base Save Bonus: Check the table for your character's class. You'll see the base saving throw bonuses for the three types of saves: Fortitude, Reflex, and Will. Use the bonuses that correspond to the character's class level. If a character has more than one class (see Multiclass Characters, page 56), the base save bonuses for each class are cumulative.

> "I'm ready for anything."
>
> — Luke Skywalker

Level-Dependent Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Table 3–1: Experience and Level-Dependent Benefits summarizes these additional benefits.

Table 3-1: Experience and Level-Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
1st	0	4	2	1st	—
2nd	1,000	5	2 1/2	—	—
3rd	3,000	6	3	2nd	—
4th	6,000	7	3 1/2	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4 1/2	3rd	—
7th	21,000	10	5	—	—
8th	28,000	11	5 1/2	—	2nd
9th	36,000	12	6	4th	—
10th	45,000	13	6 1/2	—	—
11th	55,000	14	7	—	—
12th	66,000	15	7 1/2	5th	3rd
13th	78,000	16	8	—	—
14th	91,000	17	8 1/2	—	—
15th	105,000	18	9	6th	—
16th	120,000	19	9 1/2	—	4th
17th	136,000	20	10	—	—
18th	153,000	21	10 1/2	7th	—
19th	171,000	22	11	—	—
20th	190,000	23	11 1/2	—	5th

XP: This column shows the experience point total needed to achieve a given character level. For multiclass characters, XP determines overall character level, not individual class levels.

Class Skill Max Ranks: The maximum number of skill ranks a character can have in a class skill is equal to his or her character level +3. A class skill is a skill frequently associated with a particular class. Class skills are listed under each class description in this chapter.

Cross-Class Skill Max Ranks: For cross-class skills (skills neither associated with nor forbidden to the character's class), the maximum ranks are one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. (For example, at 1st level, a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points on 2 ranks of a cross-class skill.) The half ranks (1/2) indicated on the table don't improve skill checks; they simply represent partial purchase of the next skill rank and indicate the character is training to improve that skill.

Feats: This column indicates the levels at which a character gains feats. Note that these feats are in addition to any bonus feats granted in the class descriptions later in this chapter and the bonus feat granted to all Humans.

Ability Increases: This column indicates the levels at which a character gains ability increases. Upon gaining any level divisible by four (4th, 8th, 12th, 16th, and 20th), a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

CLASSES: WHAT THEY ARE AND WHAT THEY AREN'T

The classes aren't so much restrictive as they are defining. When you choose a class for your character, you're laying the foundation of a concept that will grow and expand as you play. A class provides structure and a starting point. How you develop your character after that–what skills and feats you select with each new level–is entirely up to you.

For example, a noble with a starting Charisma of 16 might improve to Cha 17 at 4th level. At 8th level, the same character might improve Charisma again (from 17 to 18) or could choose to improve some other ability instead.

For multiclass characters, feats and ability increases are gained according to overall character level, not class level. Thus, a 3rd-level noble/1st-level soldier is a 4th-level character overall and eligible for her first ability score boost.

Class Descriptions

The rest of this chapter, up to the section on multiclass characters, describes each class. In each description, you'll find a general discussion in "game world" terms, the sort of description that characters in the *Star Wars* universe could understand and the way such a character might describe himself or herself. These descriptions are general. Individual members of a class may differ in their attitudes, outlooks, and other aspects.

Game Rule Information

Game rule information follows the general class description. Not all of the following categories apply to every class.

Abilities: The Abilities entry tells you which abilities are most important for a character of that class. Players can "play against type," but a typical character of a class puts his or her highest ability scores where they'll do the most good. (Or, in game world terms, the character is attracted to the class that most suits his or her talents, or for which he or she is best qualified.)

Vitality: The type of die used by characters of the class to determine the number of vitality points gained per level.

Die Type	Class
1d6	Noble, scoundrel
1d8	Force adept, Jedi consular, fringer, scout
1d10	Jedi guardian, soldier

A player rolls one die of the listed type each time his or her character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's vitality-point total. Even if the result is 0 or less, the character always gets at least 1 new vitality point. A 1st-level character gets the maximum vitality points rather than rolling (although you still apply your Constitution modifier).

For example, Rorworr the Wookiee scout gets 1d8 vitality points per level, plus his Constitution modifier. At 1st level, he gets 10 vitality points instead of rolling (8, the maximum for the die, plus his Constitution modifier, +2).

A Character's wound point total equals his or her Constitution.

Class Table: This table details how a character improves as he or she gains experience levels. Class tables typically include the following:

Level: The character's level in that class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

Special: Level-dependent class abilities, each explained in the "Class Features" sections that follow.

Defense Bonus: The character's bonus to his Defense. Note that while this bonus stacks with any bonuses for armor worn, wearing armor penalizes a character's initiative, speed, and certain skill checks.

Reputation Score: The base value of the character's Reputation. This number may be increased by the character's deeds. See Reputation in Chapter 6: Heroic Characteristics for more information.

Class Skills: The number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of class skills. In each case, the character gets some number of skill points each level, such as 4 for a soldier or 6 for a noble. To this number, add the character's Intelligence modifier to determine the total points gained each level (but always at least 1 skill point per level, even for a character with an Intelligence penalty).

Remember that a 1st-level character starts with 4 times this number of skill points. Since the maximum rank in a class skill is the character's level +3, at 1st level you can buy up to 4 ranks in any class skill, at the cost of 1 skill point per rank.

For example, a noble gets 6 skill points per level. If she has a +1 Intelligence modifier, that increases to 7 skill points per level. At 1st level, she gets 4 times that amount, or 28 skill points. Her maximum rank for a class skill is 4, so she could, for example, divvy up her 28 points among seven class skills with 4 ranks each (it's more useful to have a high score in a few skills than a low score in many).

You can also buy skills from other classes' skill lists. Each skill point only buys half a rank in these cross-class skills, and you can only buy up to half the maximum ranks of a class skill (thus, the maximum rank at 1st level for a cross-class skill is 2).

Class Features: Special characteristics of the class. When applicable, this section also includes details on restrictions and disadvantages of the class.

Weapon Proficiency: With which weapon groups the character is proficient. Note that characters can become proficient with other weapons by acquiring the various Weapon Group Proficiency feats.

Other Features: Each class has certain unique capabilities. Some, such as soldiers, have few. Others, such as scouts, have many.

GAINING EXPERIENCE AND LEVELS

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents and successfully completing adventures or missions. The GM assigns XP to the heroes at the end of each adventure based on what they have accomplished. Heroes accumulate XP from adventure to adventure. When a character earns enough XP, he or she achieves a new character level (see Table 3–1: Experience and Level-Dependent Benefits).

Advancing a Level

When your character's XP total reaches at least the minimum XP needed to advance a new character level (see Table 3–1: Experience and Level-Dependent Benefits), he or she goes up a level. For example, when Deel the 1st-level scoundrel obtains 1,000 or more XP, he becomes a 2nd-level character. After that, once he accumulates 3,000 or more XP, he reaches 3rd level.

Going up a level provides a character with several immediate benefits (see below).

A character can only advance one level at a time. If, for some extraordinary reason, a character gains enough XP to advance two or more levels at once, he or she instead advances one level and gains just enough XP to be 1 XP short of the next level. For example, if Deel has 5,000 XP (1,000 points short of 4th level) and gains 6,000 more, normally that would put him at 11,000—enough for 5th level. Instead, he only attains 4th level, and his XP total becomes 9,999.

Training and Practice

Heroes spend time between adventures training, studying, or otherwise practicing their skills. This work consolidates what they learn on adventures and keeps them in top form. If, for some reason, a hero can't practice or train for an extended time, the GM may reduce XP awards or even cause the character to lose experience points.

Level Advancement

Each character class has a table that shows how the class features and statistics increase as a member of that class advances in level. When your character achieves a new level, make these changes:

1. Choose Class

Most characters have only one class. When such a character achieves a new level, it is a new level in that class. If your character has more than one class or wants to acquire a new class, however, you choose which class goes up one level. The other class (or classes) stay at the previous level. (See Multiclass Characters, page 56.)

2. Base Attack Bonus

The base attack bonus for soldiers and Jedi guardians increases by +1 every level. The base attack bonuses for other classes increase at a slower rate. If your character's base attack bonus changes, record it on your character sheet.

3. Base Save Bonuses

Like base attack bonuses, base save bonuses improve at varying rates as characters increase in level. Check your character's base save bonuses to see if any of them have increased by +1.

4. Special Class Features

Check the table for your class for new capabilities you may receive. Many characters gain special attacks or new special powers as they advance in levels.

5. Defense Bonus

Like base attacks and saves, a character's Defense bonus improves at varying rates as he or she increases in level.

6. Reputation Score

Each class has a Reputation score that increases as characters gain levels. See Chapter 6: Heroic Characteristics for the effects of Reputation.

7. Skill Points

Each character gains skill points to spend on skills, as detailed in the section describing the character's class.

For class skills, each skill point buys 1 rank. A character's maximum rank in a class skill is his or her character level plus 3.

For cross-class skills, each skill point buys a half rank. A character's maximum rank in a cross-class skill is one-half that of a class skill (don't round up or down). See Table 3–1: Experience and Level-Dependent Benefits.

If you have been maxing out a skill (putting as many skill points into it as possible), you don't have to worry about calculating your maximum rank with it. At each new level, you can always assign 1 skill point—and just 1—to any skill that you're maxing out. (If it's a cross-class skill, this point buys half a rank.)

Your character's Intelligence modifier affects the number of skill points he or she gets at each level (see Table 1–1: Ability Modifiers). This rule represents an intelligent character's ability to learn faster over time (and the slower rate for dim-witted heroes), so use the Intelligence score that your character had during his or her previous level.

8. Ability Score

If your hero has just attained 4th, 8th, 12th, 16th, or 20th level, raise one of his or her ability scores by 1 point. (It's okay to go above 18.) For a multiclass hero, it is the overall character level, not the class level, that counts.

If your character's Constitution increases, increase his or her wound point total to match. If the Constitution modifier increases, the new bonus only applies to vitality points from this level forward.

9. Vitality Points

Roll the appropriate die (1d6, 1d8, or 1d10, based on the character class, plus the character's Constitution modifier) and add the total to your character's vitality points.

10. Feats

Upon reaching 3rd level and every third level thereafter (6th, 9th, 12th, 15th, and 18th), you gain one feat of your choice (see Table 5–1: Feats and Table 5–2: Force Feats). As with ability score increases, for multiclass heroes it is the overall character level, not the class level, that determines when a character gets a new feat.

11. Force Points

A character gains 1 Force Point each time he or she gains a level. Characters without the Force-Sensitive feat cannot have more than 5 Force Points.

Fringer

Fringers come from worlds that lie outside the "civilized" regions of space, from the fringe of galactic society. They use their dexterity, wisdom, and strength to survive whatever the galaxy throws at them. Fringers hail from Outer Rim worlds such as Tatooine and Dantooine. Some were born and grew up in such places; others decided to live there by choice or through necessity. A fringer isn't unfamiliar with technology, but he or she certainly doesn't have access to the conveniences available on Core worlds such as Coruscant and Corellia. The fringer is hardy, robust, independent, and an expert at survival due to learning the lessons of the Outer Rim Territories and other "frontier" regions.

Exploits: Most fringers who become heroes do so because of circumstances. They are farmers whose families were killed by stormtroopers, colonists whose planets were overrun by marauders, aliens from backwater worlds, or spacers working the hyperspace lanes far from the galactic centers of power. Fringers usually have a dream or an ideal view of the galaxy and hope to find their fame and fortune closer to where the action is. They often view their home-world as insignificant and well off the beaten path.

Characteristics: The fringer is a jack-of-all-trades, learning a little bit of everything to increase his or her chances of surviving. Often, a fringer can keep even the oldest, most beat-up piece of equipment running. Where a scout or soldier has extensive training in repair skills, a fringer is better at keeping equipment jury-rigged than fixing it completely. This means the fringer is faster at making slapdash repairs, even in extreme situations. The fringer is at home in the hinterlands of space, able to get by without the conveniences of civilization. Of all the classes, fringers are best able to deal with whatever troubles the galaxy throws their way. They have excellent survival instincts, good combat abilities, and an enthusiasm that often gets them through even the most difficult of circumstances.

Background: Fringers come to their profession by seeking a better life, searching for excitement, escaping the situation on their planet of origin, or avenging an imagined wrong done by the Republic, Empire, Imperial Remnants, New Republic, or some other power group (depending on the era of play). Some seek wealth and power, others adventure, still others are motivated by revenge. They may be lured from their home world by the promise of riches, escaping from slavery or servitude, recruited to a cause they believe is worth following, or driven from their home by invaders. They usually think of themselves not as fringers but as whatever career (template) they follow, such as spacer, mechanic, pilot, or colonist.

Examples of Fringers in the *Star Wars* Universe: Luke Skywalker (at the beginning of Episode IV: *A New Hope*), Anakin Skywalker (in Episode I: *The Phantom Menace*), Biggs Darklighter (in Episode IV: *A New Hope*).

Game Rule Information

Fringers have the following game statistics:

Abilities: Dexterity, Wisdom, and Strength are the basis of most of the fringer's skills, and thus are the most important ability scores for this character.

Vitality: 1d8 plus Constitution modifier per level.

KELKO, RODIAN FRINGER

Table 3-2: The Fringer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1st	+0	+2	+1	+0	Starting feats	+3	0
2nd	+1	+3	+2	+0	Barter	+4	0
3rd	+2	+3	+2	+1	Adaptive learning	+4	1
4th	+3	+4	+2	+1	Jury-rig +2	+4	1
5th	+3	+4	+3	+1	Survival +2	+5	1
6th	+4	+5	+3	+2	Adaptive learning	+5	2
7th	+5	+5	+4	+2		+6	2
8th	+6/+1	+6	+4	+2	Jury-rig +4	+6	2
9th	+6/+1	+6	+4	+3	Adaptive learning	+6	3
10th	+7/+2	+7	+5	+3	Survival +4	+7	3
11th	+8/+3	+7	+5	+3		+7	3
12th	+9/+4	+8	+6	+4	Jury-rig +6, adaptive learning	+8	4
13th	+9/+4	+8	+6	+4		+8	4
14th	+10/+5	+9	+6	+4		+8	4
15th	+11/+6/+1	+9	+7	+5	Survival +6, adaptive learning	+9	5
16th	+12/+7/+2	+10	+7	+5	Jury-rig +8	+9	5
17th	+12/+7/+2	+10	+8	+5		+10	5
18th	+13/+8/+3	+11	+8	+6	Adaptive learning	+10	6
19th	+14/+9/+4	+11	+8	+6		+10	6
20th	+15/+10/+5	+12	+9	+6	Survival +8, jury-rig +10	+11	6

Class Skills

The fringer's class skills, and the key ability for each, are as follows (see Chapter 4: Skills for skill descriptions):

Class Skill	Key Ability	Class Skill	Key Ability
Climb	Str	Pilot	Dex
Craft*	Int	Profession*	Wis
Handle Animal	Cha	Ride	Dex
Hide	Dex	Search	Int
Jump	Str	Spot	Wis
Knowledge*	Int	Survival	Wis
Listen	Wis	Swim	Str

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the fringer:

Starting Feats: The fringer begins play with the following feats:

Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (blaster pistols)

Bonus Feat: At 1st level, the fringer gains a bonus feat selected from Alertness, Endurance, Light Armor Proficiency, Run, Weapon Group Proficiency (blaster rifles), or Weapon Group Proficiency (primitive weapons).

Barter: Beginning at 2nd level, the fringer gains a +5 competence bonus on any Diplomacy checks made to buy or sell equipment.

Adaptive Learning: At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), the fringer may designate any one cross-class skill (not including Force skills) as a class skill. The skill must be one relatively common to the campaign. For instance, if the campaign is limited to a single star system, Astrogate would be an inappropriate choice. The GM is free to rule that a specific skill is off limits for this ability.

Jury-rig: Beginning at 4th level, a fringer gains a +2 competence bonus on Repair checks made to attempt temporary or jury-rigged repairs. (See the Repair skill description for more information on temporary repairs.) This bonus increases by +2 every four levels thereafter (8th, 12th, 16th, and 20th).

Survival: Beginning at 5th level, a fringer gains a +2 competence bonus on any Survival checks made. This bonus increases by +2 every five levels thereafter (10th, 15th, and 20th).

Credits: A 1st-level fringer starts play with (1d4+1) × 100 credits.

Noble

Members of the noble class use their intelligence and natural charisma to make their way in the galaxy. From true royalty to elected officials, military commanders to crime lords, traders, merchants, ambassadors, holovid stars, and influential corporate magnates, character types that appear in the noble class are varied and numerous. Some bring honor to the name. Others are sly, treacherous, and dishonorable to the core. With a winning smile, a golden tongue, a powerful message, or a knack for making compromises, the noble commands respect, makes friends, and inevitably influences people.

Exploits: Most nobles wind up in dangerous situations because of something they believe in or because their job calls for it. Others hope to use their negotiating talents to navigate a course through the troubles around them, or seek to find profit in the troubles of others. Whatever their initial motivations, nobles usually wind up taking to a cause and a goal that sustains them through the roughest missions. An adventuring noble might be a senator's aide,

a free trader, a diplomat, a true prince or princess, or an outlaw's lieutenant. They often feel responsible for others, though some consider themselves to be better than others as well.

Characteristics: The noble fosters feelings of good will and honesty, or at least the illusion of such, to succeed. Where other classes shoot first, the noble starts out asking questions and hopes to finish by negotiating a deal. They believe they can be more effective with words and deeds than with violence, though some will draw a blaster when push comes to shove. The noble is more comfortable in civilized regions of space, where law and order have some meaning. Of all the classes, nobles have the best diplomatic and bargaining skills. They're good talkers, negotiators, and bluffers. They have a knack for inspiring others and make good leaders.

Background: Nobles come to their profession in a variety of ways. Altruistic nobles believe it is their duty and responsibility to serve and lead. More selfish nobles seek the fame, wealth, and power often associated with their positions. Power-hungry nobles take advantage of the system and wind up helping others only to help themselves. The halls of power are calling. How the noble answers can make all the difference.

Examples of Nobles in the *Star Wars* Universe: Princess Leia Organa, Queen Amidala, Talon Karrde, the vile gangster Jabba the Hutt, Chancellor Valorum, Senator Palpatine.

Game Rule Information

Nobles have the following game statistics:

Abilities: Charisma is undoubtedly a noble's most important ability score, as the noble's skill at interacting with others and projecting a sense of confidence are crucial for his or her success. Wisdom and Intelligence form the basis of other important skills, so these ability scores are also significant.

Vitality: 1d6 plus Constitution modifier per level.

Class Skills

The noble's class skills, and the key ability for each, are as follows (see Chapter 4: Skills for skill descriptions):

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Profession*	Wis
Computer Use	Int	Read/Write Language	None
Craft*	Int	Ride	Dex
Diplomacy	Cha	Sense Motive	Wis
Disguise	Cha	Speak Language	None
Entertain*	Cha		
Knowledge*	Int		

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programming).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the noble:

Starting Feats: The noble begins play with the following feats:

ARANI KORDEN, HUMAN NOBLE

Table 3-3: The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1st	+0	+0	+1	+2	Starting feats, bonus class skill, Call in a favor	+3	3
2nd	+1	+0	+2	+3	Inspire confidence +1	+4	4
3rd	+2	+1	+2	+3	Call in a favor	+4	4
4th	+3	+1	+2	+4	Command +2	+4	5
5th	+3	+1	+3	+4	Call in a favor	+5	5
6th	+4	+2	+3	+5	Inspire confidence +2	+5	6
7th	+5	+2	+4	+5	Call in a favor	+6	6
8th	+6/+1	+2	+4	+6	Command +4	+6	7
9th	+6/+1	+3	+4	+6	Call in a favor	+6	7
10th	+7/+2	+3	+5	+7	Inspire confidence +3	+7	8
11th	+8/+3	+3	+5	+7	Call in a favor	+7	8
12th	+9/+4	+4	+6	+8	Command +6	+7	9
13th	+9/+4	+4	+6	+8	Call in a favor	+8	9
14th	+10/+5	+4	+6	+9	Inspire confidence +4	+8	10
15th	+11/+6/+1	+5	+7	+9	Call in a favor	+9	10
16th	+12/+7/+2	+5	+7	+10	Command +8	+9	11
17th	+12/+7/+2	+5	+8	+10	Call in a favor	+10	11
18th	+13/+8/+3	+6	+8	+11	Inspire confidence +5	+10	12
19th	+14/+9/+4	+6	+8	+11	Call in a favor	+10	12
20th	+15/+10/+5	+6	+9	+12	Command +10	+11	13

Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (blaster pistols)

Bonus Class Skill: At 1st level, a noble may designate any one cross-class skill (except for a Force-related skill) as a class skill. This represents an area of "illicit" or "unapproved" expertise.

Call in a Favor: At 1st level, and at every odd-numbered level thereafter (3rd, 5th, 7th, 9th, 11th, and so on), the noble gains the ability to call in a single favor. By using this favor, the noble can call upon contacts and resources that most heroes don't have. This allows the noble to gain important information without going through the time and trouble of a Gather Information check, or to requisition resources without paying for them.

To successfully call in a favor, the noble makes a special Charisma check, adding his or her level to the roll. The GM sets the check's DC. Simple favors have a DC of 10, while expensive or illegal favors could have a DC of 20 or higher. The noble can't take 10 or take 20 on this check, nor can he or she make multiple attempts at the same (or virtually the same) favor. (See Chapter 4: Skills for information on taking 10 and taking 20.) Truly extreme favors, such as getting the plans to the Death Star, are generally impossible. Such tasks should be the basis of an adventure, not a single die roll.

The noble can accumulate multiple "favors" if he or she doesn't use ones previously gained. Unused favors don't "expire," though the noble can never have more than five favors "stored up." If a noble has five unused favors and gains another for reaching an odd-numbered level, the new favor is lost.

The GM should carefully monitor the noble's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Inspire Confidence: Beginning at 2nd level, a noble can use oratory to inspire confidence in allies. To inspire confidence, the noble must speak (and the allies must hear the noble speaking) for at least 1 round, and the noble must make a Diplomacy check with a DC equal to 10 +1 per five allies to be inspired (including the noble).

An ally inspired with confidence gains a +1 attack bonus, +1 to all skill checks, and a +1 to Will saves. (These bonuses are competence bonuses.) The effect begins as soon as the noble ends an inspirational speech and lasts for 10 minutes per round the noble spent inspiring the allies, to a maximum of 5 hours for 30 rounds of inspiration. Thus, a noble who speaks for 6 rounds grants the bonus for 60 minutes. The noble may attempt to use this ability once per day. Whether or not the Diplomacy check succeeds, the noble may not attempt to inspire confidence again for at least 24 hours.

The confidence inspired by the noble increases as the noble attains levels. For every four levels after 2nd, the bonus increases by +1, to a maximum of +5 at 18th level.

Command: At 4th level, the noble can guide the cooperation of other characters by making a Charisma check (DC 15 + the number of characters commanded). This increases the bonus granted by cooperation by +2 (see

> "I've been trained in defense... I can take care of myself."
>
> — Padmé Naberrie

Cooperation in Chapter 4: Skills). This increase goes up by two (to +4, +6, etc.) every four levels (8th, 12th, 16th, and 20th). Commanding other characters takes as long as the task to be attempted (minimum of a full round).

Credits: A 1st-level noble starts play with (2d6+5) × 100 credits.

Scoundrel

Scoundrels are rogues—good, bad, and neutral—who either live outside the law or fight against it in order to get the upper hand. They can come from any world or region of the galaxy. Most use their intelligence and dexterity to accomplish tasks, and many rely on charisma as a fallback option. The scoundrel gets by with bravado, cunning, duplicity, and trickery. They live by their wits, lying, cheating, stealing, and even fighting when the need arises.

Exploits: Many scoundrels live the life of adventure for the excitement or to better advance their illicit careers. Some are good-hearted rogues in it for the thrill or to right a wrong done to them or those they love. Others are despicable knaves who serve only one master—the greed that swells inside them. More often, adventurous scoundrels fall somewhere in the middle, changing allegiance and attitudes as the political climate changes, until something larger than themselves sets them on a particular course through the galaxy. Adventurous scoundrels call themselves smugglers, pirates, outlaws, gamblers, slicers, con artists, thieves, rogues, and spies.

Characteristics: Scoundrels have a knack for getting into and out of trouble. They have a self-preservation streak that keeps them alive, but it's usually tempered with a need to experience the thrills that their profession has to offer, and many adventurous scoundrels are also saddled with a sense of honor that sometimes makes them go against their natural inclinations.

Background: Scoundrels don't often start out seeking to defy authority and break the law. Some are thrust into the profession as a means of rebellion. Others wind up on the wrong side of the law due to bad luck, poor decisions, or circumstances beyond their control. The skills they pick up along the way make them great members of any mission team.

Examples of Scoundrels in the *Star Wars* Universe: Han Solo, Lando Calrissian, Dash Rendar.

Game Rule Information

Scoundrels have the following game statistics:

Abilities: Dexterity and Intelligence are a scoundrel's most important ability scores, as he or she must have quick reflexes and a sharp wit. Charisma is important for talking a way out of trouble, and Wisdom is useful in spotting trouble before it finds the scoundrel.

Vitality: 1d6 plus Constitution modifier per level.

Class Skills

The scoundrel's class skills, and the key ability for each, are shown on the next page (see Chapter 4: Skills for skill descriptions).

Skill Points at 1st Level: (8 + Int modifier) × 4.
Skill Points at Each Additional Level: 8 + Int modifier.

DEEL SUROOL,
TWI'LEK SCOUNDREL

Table 3-4: The Scoundrel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1st	+0	+0	+2	+0	Starting feats, Illicit barter	+4	0
2nd	+1	+0	+3	+0	Better lucky than good	+5	1
3rd	+2	+1	+3	+1		+5	1
4th	+3	+1	+4	+1	Skill Emphasis	+6	2
5th	+3	+1	+4	+1	Sneak attack +2d6	+6	2
6th	+4	+2	+5	+2		+7	3
7th	+5	+2	+5	+2		+7	3
8th	+6/+1	+2	+6	+2	Skill Emphasis	+8	4
9th	+6/+1	+3	+6	+3		+8	4
10th	+7/+2	+3	+7	+3	Bonus feat	+9	5
11th	+8/+3	+3	+7	+3		+9	5
12th	+9/+4	+4	+8	+4	Skill Emphasis	+10	6
13th	+9/+4	+4	+8	+4		+10	6
14th	+10/+5	+4	+9	+4	Sneak attack +4d6	+11	7
15th	+11/+6/+1	+5	+9	+5		+11	7
16th	+12/+7/+2	+5	+10	+5	Skill Emphasis	+12	8
17th	+12/+7/+2	+5	+10	+5		+12	8
18th	+13/+8/+3	+6	+11	+6		+13	9
19th	+14/+9/+4	+6	+11	+6		+13	9
20th	+15/+10/+5	+6	+12	+6	Skill Emphasis	+14	10

"Scoundrel?

Scoundrel? I like the sound of that."

— Han Solo

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Hide	Dex
Astrogate	Int	Knowledge*	Int
Bluff	Cha	Listen	Wis
Computer Use	Int	Move Silently	Dex
Craft*	Int	Pilot	Dex
Demolitions	Int	Profession*	Wis
Disable Device	Int	Repair	Int
Disguise	Cha	Search	Int
Escape Artist	Dex	Sleight of Hand	Dex
Forgery	Int	Spot	Wis
Gather Information	Cha	Tumble	Dex

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programming).*

Class Features

All of the following are class features of the scoundrel:

Starting Feats: The scoundrel begins play with the following feats:

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (blaster pistols)

Illicit Barter: Beginning at 1st level, the scoundrel gains a +5 competence bonus on any Diplomacy checks made to buy or sell illicit or illegal goods.

Better Lucky Than Good: At 2nd level, the scoundrel can, once per game session, reroll any failed ability check, skill check, attack, or saving throw. The second result must be used, regardless of whether it is better or worse than the first.

Skill Emphasis: At 4th level, and every four levels thereafter (8th, 12th, 16th, and 20th), the scoundrel gains the bonus feat Skill Emphasis. This feat may be applied to any class skill. The scoundrel may not select the same skill twice.

Sneak Attack: Starting at 5th level, if a scoundrel can catch an opponent who is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, any time the scoundrel's target would be denied his Dexterity bonus to Defense (whether he actually has a Dexterity bonus or not), or when the scoundrel flanks the target, the scoundrel's attack deals extra damage. The extra damage is +2d6 at 5th level and an additional +2d6 at 14th level. See Table 8–7: Attack Roll Modifiers for combat situations in which the scoundrel flanks an opponent or the opponent loses his Dexterity bonus to Defense.

Ranged attacks can only count as sneak attacks if the target is within 10 meters. The scoundrel can't strike with deadly accuracy beyond that range.

A scoundrel can only make a sneak attack against living targets with discernible anatomies. Additionally, any target that is immune to critical hits is also immune to sneak attacks. The scoundrel must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The scoundrel can't sneak attack while striking a target with concealment (see Table 8–9: Concealment) or striking the limbs of a target whose vitals are beyond reach.

Bonus Feat: At 10th level, the scoundrel gains a bonus feat. The feat must be selected from Alertness, Dodge, Heroic Surge, Improved Initiative, Fame, Infamy, Low Profile, Weapon Finesse, or Weapon Focus.

Credits: A 1st-level scoundrel starts play with (1d10+4) × 100 credits.

Scout

Scouts are natural explorers and adventurers, full of curiosity and trained to handle the out-of-the-way locations where they often operate. Scouts tend to be independent, signing on when the credits are good and their skills are best utilized and tested. Scouts understand the lay of the land and the orbit of the stars. They know how to recognize danger and locate the basic necessities for survival. Unlike the fringer, who is born to the frontier and often wants to escape from it, the scout consciously embraces the wild regions and understands the skills he or she possesses instead of coming to them by innate ability and happenstance. The scout seeks knowledge, tries to solve mysteries, and wants to be the first to see something new and different. The scout learns to find a path through the wild regions, often becomes a decent pilot, and usually learns how to protect himself from whatever hides over the next hill or beyond the most distant nebula.

Exploits: Many scouts become adventurers to see what's in the next star system. They pick up skills that make them excellent members of any team. They are usually the best trackers, trailblazers, and survivalists the galaxy has to offer. Some scouts are scientists and researchers who learn the skills of the profession so they don't have to rely on others. Some sell their services to the highest bidder. More often, the adventurous scout has a good heart, a sense of honor, and a burning desire to embrace the wild regions of the galaxy and learn to conquer them—either figuratively or literally. Adventurous scouts call themselves rangers, outriders, hunters, explorers, guides, adventurous scholars, and vanguards.

Characteristics: Scouts temper insatiable curiosity with excellent survival instincts. They make use of dexterity and intelligence, as well as wisdom, to spot and avoid dangers. Scouts like to be the first one to reach any location, although they also want to reach it in one piece. They can be gruff or silent, jovial or talkative. They are confident, brave, and often full of the wonder of space.

Background: Scouts come to their profession in search of something, usually knowledge or secrets or the answers to mysteries. Scholars, while possibly associated with an institute of learning or a particular government, often forsake the halls of academe for the pure research the galaxy has to offer. Pathfinders and explorers may work for a government, a military institution, or take on freelance contracts from anyone willing to pay. Many scouts develop into bounty hunters, especially those who combine military skills with their tracking and searching abilities. Every group of adventurers benefits from having a scout in the party.

Examples of Scouts in the *Star Wars* Universe: Chewbacca, Wicket the Ewok.

RORWORR, WOOKIEE SCOUT

Game Rule Information

Scouts have the following game statistics:

Abilities: Most of the scout's key skills rely on Dexterity, Intelligence, and Wisdom. Strength is also useful for the scout that uses athletic skills.

Vitality: 1d8 plus Constitution modifier per level.

Table 3-5: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1st	+0	+1	+1	+1	Starting feats, bonus feat	+3	0
2nd	+1	+2	+2	+2	Trailblazing	+4	0
3rd	+2	+2	+2	+2		+4	1
4th	+3	+2	+2	+2	Uncanny dodge (Dex bonus to Defense)	+4	1
5th	+3	+3	+3	+3	Skill mastery	+5	1
6th	+4	+3	+3	+3		+5	2
7th	+5	+4	+4	+4	Uncanny dodge (can't be flanked)	+6	2
8th	+6/+1	+4	+4	+4		+6	2
9th	+6/+1	+4	+4	+4		+6	3
10th	+7/+2	+5	+5	+5	Skill mastery	+7	3
11th	+8/+3	+5	+5	+5		+7	3
12th	+9/+4	+6	+6	+6		+8	4
13th	+9/+4	+6	+6	+6		+8	4
14th	+10/+5	+6	+6	+6		+8	4
15th	+11/+6/+1	+7	+7	+7	Skill mastery	+9	5
16th	+12/+7/+2	+7	+7	+7		+9	5
17th	+12/+7/+2	+8	+8	+8		+10	5
18th	+13/+8/+3	+8	+8	+8		+10	6
19th	+14/+9/+4	+8	+8	+8		+10	6
20th	+15/+10/+5	+9	+9	+9	Skill mastery	+11	6

Class Skills

The scout's class skills, and the key ability for each, are as follows (see Chapter 4: Skills for skill descriptions):

Class Skill	Key Ability	Class Skill	Key Ability
Astrogate	Int	Pilot	Dex
Climb	Str	Profession*	Wis
Computer Use	Int	Read/Write Language	None
Craft*	Int	Repair	Int
Demolitions	Int	Ride	Dex
Disguise	Cha	Search	Int
Hide	Dex	Speak Language	None
Jump	Str	Spot	Wis
Knowledge*	Int	Survival	Wis
Listen	Wis	Swim	Str
Move Silently	Dex		

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programming).*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the scout:

Starting Feats: The scout begins play with the following feats:

Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)

Bonus Feat: At 1st level, the scout gains a bonus feat. The feat must be selected from Skill Emphasis (survival), Starship Operation (space transport), Starship Operation (starfighter), or Track. The scout must have at least 2 ranks of Pilot to select Starship Operation.

Trailblazing: Beginning at 2nd level, the scout becomes particularly skilled at finding the best route through unfamiliar or obstructed areas. When traveling in poor conditions or difficult terrain (including hazardous regions of space), the scout may make a Survival check (or Astrogate, in the case of space travel) to reduce travel time.

With a check result of 15 or better, the scout reduces the total travel time by 25%. With a 25 or better, the time is reduced by 50%.

The scout can guide a group of up to three individuals (or ships, for space travel) at no penalty. However, for each additional three in the group being guided, apply a –2 penalty to the trailblazing check.

The scout can take 10 on this check, but he can't take 20. (See page 68 for information on taking 10 and taking 20.) This ability does not apply to tactical movement or local movement, as described in Chapter 6: Heroic Characteristics.

Uncanny Dodge: Starting at 4th level, the scout gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level and above, the scout retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.) Note that this level of uncanny dodge does not negate flank attacks.

At 7th level, the scout can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies scoundrels the ability to use flank attacks to sneak attack the scout.

Skill Mastery: At 5th level, and every five levels thereafter (10th, 15th, and 20th), the scout selects a number of skills equal to his Intelligence modifier. When making a skill check with one of these skills, the scout may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in his skill that he can use it reliably even under adverse conditions. (See Checks without Rolls on page 68 for more information on taking 10.)

Credits: A 1st-level scout starts play with (1d6+2) × 100 credits.

Soldier

Soldiers combine discipline with martial skills to become the best pure warriors in the galaxy. Soldiers can be stalwart defenders of those in need, cruel marauders, or brave adventurers. They can be hired guns, noble champions, or cold-hearted killers. They fight for glory, for honor, to right wrongs, to gain power, to acquire wealth, or simply for the thrill of battle.

Exploits: Many soldiers see adventures, raids on enemy strongholds, and dangerous missions as their jobs. Some want to defend those who can't defend themselves, others seek to use their muscle to carve their own place of importance in the galaxy. Whatever their initial motivation, most soldiers wind up living for the thrill of combat and the excitement of adventure. Adventuring soldiers call themselves guards, bodyguards, champions, enforcers, mercenaries, thugs, warriors, soldiers-of-fortune, or simply adventurers.

Characteristics: Soldiers have the best all-around fighting abilities, and an individual soldier develops styles and techniques that set him apart from his peers. A given soldier might be especially capable with certain weapons, another trained to execute specific combat maneuvers. As soldiers gain experience, they get more opportunities to develop their fighting skills.

Background: Most soldiers come to the profession after receiving at least some amount of formal training from a military organization, local militia, or private army. Some attend formal academies, others are self-taught and well tested. A soldier may have taken up his weapon to escape a mundane life. Another may be following a proud family tradition. Soldiers in a particular unit share a certain camaraderie, but most have nothing in common except a skill and desire to apply it to a given situation.

Examples of Soldiers in the *Star Wars* Universe: Admiral Ackbar, Corran Horn, Captain Panaka, Lt. Page, General Madine.

Game Rule Information

Soldiers have the following game statistics:

Abilities: Since most combat in the *Star Wars* universe uses blasters and other ranged weapons, Dexterity is the soldier's most important ability score, followed closely by Constitution and Strength. Don't underestimate the importance of Intelligence and Wisdom, however, since many of a soldier's useful skills are based on these abilities.

Vitality: 1d10 plus Constitution modifier per level.

Class Skills

The soldier's class skills, and the key ability for each, are as follows (see Chapter 4: Skills for skill descriptions):

Class Skill	Key Ability	Class Skill	Key Ability
Astrogate	Int	Knowledge*	Int
Computer Use	Int	Pilot	Dex
Craft*	Int	Profession*	Wis
Demolitions	Int	Repair	Int
Intimidate	Cha	Treat Injury	Wis

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (musician), Knowledge (Jedi lore), and Profession (droid programming).*

VOR'EN KURN, HUMAN SOLDIER

Table 3-6: The Soldier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1st	+1	+2	+0	+0	Starting feats	+2	0
2nd	+2	+3	+0	+0	Armor Proficiency (med), bonus feat	+2	0
3rd	+3	+3	+1	+1	Armor Proficiency (heavy)	+3	1
4th	+4	+4	+1	+1	Bonus feat	+3	1
5th	+5	+4	+1	+1		+3	1
6th	+6/+1	+5	+2	+2	Bonus feat	+4	2
7th	+7/+2	+5	+2	+2		+4	2
8th	+8/+3	+6	+2	+2	Bonus feat	+4	2
9th	+9/+4	+6	+3	+3		+5	3
10th	+10/+5	+7	+3	+3	Bonus feat	+5	3
11th	+11/+6/+1	+7	+3	+3		+5	3
12th	+12/+7/+2	+8	+4	+4	Bonus feat	+6	4
13th	+13/+8/+3	+8	+4	+4		+6	4
14th	+14/+9/+4	+9	+4	+4	Bonus feat	+6	4
15th	+15/+10/+5	+9	+5	+5		+7	5
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat	+7	5
17th	+17/+12/+7/+2	+10	+5	+5		+7	5
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat	+8	6
19th	+19/+14/+9/+4	+11	+6	+6		+8	6
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat	+8	6

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the soldier:

Starting Feats: The soldier begins play with the following feats:

Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)

> "Your friend is **quite a mercenary.** I wonder if he really cares about anything...or anybody."
>
> — Princess Leia Organa

Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (vibro weapons)
Armor Proficiency (light)

Armor Proficiency: At 2nd level, the soldier gains Armor Proficiency (medium), and at 3rd level, Armor Proficiency (heavy). Note that armor check penalties for bulky armor apply to skills such as Climb and Jump. Swim checks also suffer a –1 penalty for every 2 kg of armor and equipment carried.

Bonus Feats: At 2nd level, and every 2 levels thereafter (4th, 6th, 8th, 10th, and so on), the soldier gets a bonus feat. These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Dodge (Mobility, Spring Attack, Whirlwind Attack), Exotic Weapon Proficiency, Expertise, Heroic Surge, Improved Initiative, Martial Arts, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, or Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including minimum ability scores and base attack bonuses. See Chapter 5: Feats for descriptions of feats and their prerequisites.

Important: These feats are in addition to the feat that a character of any class gets every three levels (see Table 3–1: Experience and Level-Dependent Benefits); the soldier is not limited to the list given here when choosing those feats.

Credits: A 1st-level soldier starts play with (1d8+3) × 100 credits.

Force Adept

The Force adept is strong in the Force, but follows a different path than that of the Jedi. To the Force adept, the Force and the aid it provides are more mysterious, more supernatural. A Force adept comes from a different tradition, with different beliefs and codes of conduct than those of the Jedi. There are precious few Force adepts, and the number who become adventurers is even smaller. Some call the Force by its familiar name, while others refer to it by some other term entirely.

If you select the Force adept class, you need to determine how your character views the Force. It's important to decide what your hero believes in. Is your Force adept an alien student of the Force? A shaman from a primitive culture? A follower of one specific aspect of the Force (such as the

ecological priests of Ithor)? A Force mage from an isolated planet (such as the Witches of Dathomir)? A light-sider? A dark-sider? The choice is yours, and it will affect the way your character interacts with the campaign.

Exploits: Some Force adepts become adventurers as part of a quest to learn more about the Force (or whatever name they call it). Others do so out of necessity. They are forced from their world, hunted by unscrupulous agents, or are interested in what the galaxy might have to offer them. Force adepts might be called wizards, shamans, witches, or prophets, depending on where they come from and what traditions they follow. Most Force adepts follow the light side (or at least their version of it), but some fully embrace the dark side.

Characteristics: The Force adept first masters the ability to affect the external world, as typified by the Alter feat. The adept might be a shaman, an alien from an out-of-the-way world, or a Force-Sensitive hero who never received the benefit of Jedi training. Because the adept's training is less formalized, he or she must depend on more mundane skills to complement Force powers.

> "I want to learn the ways of the Force and become a Jedi like my father."
>
> — Luke Skywalker

Background: Force adepts discover a power inside themselves that they don't fully understand. Much of their training is haphazard, as few traditions exist to help them achieve mastery. Some come from primitive cultures and were looked upon as godlike or holy by the people they served. Others just follow a different path from the Jedi—it isn't better or worse, it's just a different tradition. Force adepts have grown accustomed to either being revered or hated, depending on when and where their Force powers came to prominence. Others have learned to keep their powers secret, both because they do not fully understand them and because they are afraid of how others might treat them.

Examples of Force Adepts in the *Star Wars* Universe: Teneniel Djo of the Witches of Dathomir, Rokur Gepta the Sorcerer of Tund, and the *Jensaarai*.

Game Rule Information

Force adepts have the following game statistics:

Abilities: The Force adept's most important ability scores are Intelligence and Wisdom, as these control her most important Force skills (those of the Alter and Sense feats), as well as many other class skills. Charisma can also be significant for a variety of interpersonal skills.

Vitality: 1d8 plus Constitution modifier per level.

Class Skills

The Force adept's class skills, and the key ability for each, are shown on the next page (see Chapter 4: Skills for skill descriptions).

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Valara Saar, Human Force Adept

Class Skill	Key Ability	Class Skill	Key Ability
Affect Mind	Cha	Jump	Str
Climb	Str	Knowledge*	Int
Craft*	Int	Listen	Wis
Empathy	Wis	Move Object	Int
Enhance Ability	Con	Profession*	Wis
Force Grip**	Int	Sense Motive	Wis
Force Push	Int	Spot	Wis
Friendship	Cha	Survival	Wis
Handle Animal	Cha	Swim	Str
Heal Another	Wis	Treat Injury	Wis
Hide	Dex		

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programming).*

***Use of this skill gives the Force adept a Dark Side Point.*

Class Features

All of the following are class features of the Force adept:

Starting Feats: The Force adept begins play with the following:

Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (blaster pistols)
Force-Sensitive
Alter

Sense: The Force adept gains the bonus feat Sense at 2nd level and gains access to Sense-based class skills.

Control: The Force adept gains the bonus feat Control at 4th level and gains access to Control-based class skills.

Force Weapon: At 5th level, a Force adept can imbue a nonpowered melee weapon (such as a club, a knife, or a quarterstaff) with the Force. This must be a weapon that the Force adept wields personally. It takes a full-round action to imbue the weapon with the Force, and costs 3 vitality points. The benefit the weapon gains lasts for a number of rounds equal to the character's Force adept level. At 5th level, the weapon's damage increases by +1d4. (So, for instance, a Force-imbued quarterstaff deals 1d6 + 1d4 damage.) At 13th level, the weapon's damage increases by an additional +1d4 (for a total of +2d4).

Comprehend Speech: At 7th level, a Force adept gains the Force ability to comprehend any spoken language. The Force adept can't speak any languages through this ability, only understand them.

Force Talisman: At 8th level, a Force adept gains the ability to imbue a small item of personal significance with the Force. It takes a full day to imbue the item, as well as the expenditure of 1 Force Point. Once imbued, the item becomes a Force talisman, providing the Force adept with a +2 Force bonus on saving throws made to defend against Force skills or Force feats. At 15th level, the same process can increase the power of the Force talisman; it then provides a +4 Force bonus.

Credits: A 1st-level Force adept starts play with (1d4+1) × 100 credits.

ERA NOTES: FORCE ADEPT

The Force adept is the only Force-using class available in any era with no restrictions. In the Rise of the Empire period, Force adepts appear occasionally, but members of the Jedi Order seriously outnumber them. During the Rebellion, on the other hand, the Jedi have been all but destroyed, and only the rare Force adept appears on a backwater world or hiding in the wilderness. In fact, in the Rebellion era, the Force adept is the only class of Force-users that can start as 1st-level characters. By the time of The New Jedi Order, most Force-users are being recruited into Luke Skywalker's Jedi academy, but Force adepts remain viable characters that have not yet been introduced to the academy or have decided to keep their own traditions instead of following the path of the Jedi.

Table 3-7: The Force Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1st	+0	+1	+1	+2	Starting feats	+3	0
2nd	+1	+2	+2	+3	Sense	+4	0
3rd	+2	+2	+2	+3		+4	1
4th	+3	+2	+2	+4	Control	+4	1
5th	+3	+3	+3	+4	Force weapon +1d4	+5	1
6th	+4	+3	+3	+5		+5	2
7th	+5	+4	+4	+5	Comprehend speech	+6	2
8th	+6/+1	+4	+4	+6	Force talisman +2	+6	2
9th	+6/+1	+4	+4	+6		+6	3
10th	+7/+2	+5	+5	+7		+7	3
11th	+8/+3	+5	+5	+7		+7	3
12th	+9/+4	+6	+6	+8		+8	4
13th	+9/+4	+6	+6	+8	Force weapon +2d4	+8	4
14th	+10/+5	+6	+6	+9		+8	4
15th	+11/+6/+1	+7	+7	+9	Force talisman +4	+9	5
16th	+12/+7/+2	+7	+7	+10		+9	5
17th	+12/+7/+2	+8	+8	+10		+10	5
18th	+13/+8/+3	+8	+8	+11		+10	6
19th	+14/+9/+4	+8	+8	+11		+10	6
20th	+15/+10/+5	+9	+9	+12		+11	6

Jedi Consular

The Jedi consular uses the Force for knowledge and negotiation, seeking the most peaceful solutions to every problem. As Force-users trained in the Jedi tradition, characters of this class concentrate more on diplomacy, scholarly pursuits, and the spiritual side of the Force than on more physical activities. Healers and researchers seek to better understand the nature of the Force and their connection to it. Mentors and teachers hope to instruct others and pass on what they have learned. Negotiators and mediators are skilled at bargaining and striking compromises. Consulars train themselves to be versatile, able to handle many situations without reaching for a weapon.

Exploits: Some Jedi consulars explore the galaxy to further their own knowledge and mastery of the Force. Others continually seek to learn or discover more of the Force's secrets. Still others see their role as mediators and councilors, using their position and skills to help those in need. Most Jedi consulars follow the light side, but some become dark-siders and use the Force for evil or selfish intent. Those imbued with the light side refrain from using the Force for every task, preferring to find other solutions and save the Force for when it is needed. Those who succumb to the dark side use every advantage, wielding the Force against challenges as a soldier would use a blaster to destroy a stingfly.

Characteristics: The Jedi consular first masters the ability to feel the living Force in the world around him, as typified by the Sense feat. Wisdom and Charisma are the most important abilities for the Jedi consular, followed closely by Intelligence.

Background: A Jedi consular typically starts out as a Padawan learner attached to a higher-ranking Jedi Knight or Jedi Master. The Jedi consular finds that the Sense powers come more easily to him or her, and this character has a genuine love of scholarly pursuits and diplomatic endeavors. Some consulars want to teach, others to learn. A Jedi consular has a deep connection to his or her mentor and the Jedi Order but often operates with only tangential contact with either Master or Order.

Examples of Jedi Consulars in the *Star Wars* Universe: Yoda the Jedi Master, Tionne of Luke Skywalker's Jedi academy.

Game Rule Information

Jedi consulars have the following game statistics:

Abilities: A Jedi consular should be gifted in all abilities, but Wisdom, Charisma, and Intelligence are most important. Those who expect to fall back on their combat prowess should also have high Dexterity and Constitution scores.

Vitality: 1d8 plus Constitution modifier per level.

Sen Udo-Mal,
Cerean Jedi Consular

"My ally is the Force. And a powerful ally it is."

— Jedi Master Yoda

Table 3-8: The Jedi Consular

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Lightsaber Damage*	Defense Bonus	Reputation Score
1st	0	+2	+1	+2	Starting feats, lightsaber	+0d8	+3	1
2nd	+1	+3	+2	+3	Exotic weapon (lightsaber)	+0d8	+4	2
3rd	+2	+3	+2	+3	Control	+0d8	+4	2
4th	+3	+4	+2	+4	Alter	+0d8	+4	3
5th	+3	+4	+3	+4		+0d8	+5	3
6th	+4	+5	+3	+5		+1d8	+5	4
7th	+5	+5	+4	+5	Jedi Knight	+1d8	+6	4
8th	+6/+1	+6	+4	+6	Healing	+1d8	+6	5
9th	+6/+1	+6	+4	+6		+1d8	+6	5
10th	+7/+2	+7	+5	+7		+1d8	+7	6
11th	+8/+3	+7	+5	+7		+1d8	+7	6
12th	+9/+4	+8	+6	+8		+2d8	+8	7
13th	+9/+4	+8	+6	+8	Jedi Master	+2d8	+8	7
14th	+10/+5	+9	+6	+9		+2d8	+8	8
15th	+11/+6/+1	+9	+7	+9		+2d8	+9	8
16th	+12/+7/+2	+10	+7	+10		+2d8	+9	9
17th	+12/+7/+2	+10	+8	+10		+2d8	+10	9
18th	+13/+8/+3	+11	+8	+11		+3d8	+10	10
19th	+14/+9/+4	+11	+8	+11		+3d8	+10	10
20th	+15/+10/+5	+12	+9	+12		+3d8	+11	11

**The additional damage inflicted by a Jedi consular's lightsaber.*

Class Skills

The Jedi consular's class skills, and the key ability for each, are as follows (see Chapter 4: Skills for skill descriptions):

Class Skill	Key Ability	Class Skill	Key Ability
Bluff	Cha	Intimidate	Cha
Computer Use	Int	Knowledge*	Int
Craft*	Int	Profession*	Wis
Diplomacy	Cha	Read/Write Language	None
Empathy	Wis	See Force	Wis
Enhance Ability	Con	Sense Motive	Wis
Enhance Senses	Wis	Speak Language	None
Farseeing	Wis	Telepathy	Wis
Fear**	Wis	Treat Injury	Wis
Friendship	Cha		
Gather Information	Cha		

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programming).*

***Use of this skill gives the Jedi consular a Dark Side Point.*

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Jedi consular:

Starting Feats: Jedi consulars begin play with the following:

Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (simple weapons)
Force-Sensitive
Sense

Lightsaber: At 1st level, the Jedi consular receives a lightsaber from his teacher. However, until he gains the Exotic Weapon Proficiency (lightsaber) feat, he can only use the lightsaber at a –4 penalty.

Exotic Weapon (lightsaber): At 2nd level, the Jedi consular gains the Exotic Weapon Proficiency (lightsaber) feat.

Control: At 3rd level, the Jedi consular gains the bonus feat Control and gains access to Control-based class skills.

Alter: At 4th level, the Jedi consular gains the bonus feat Alter and gains access to Alter-based class skills.

Jedi Knight: At 7th level, the Jedi consular graduates from Padawan learner to Jedi Knight and gets a bonus knight feat. This bonus knight feat must be drawn from the following list: Force Mastery, Knight Defense, Knight Mind, Knight Speed. The Jedi consular must meet the prerequisite for the feat to select it.

Healing: Beginning at 8th level, a Jedi consular may add his Treat Injury skill rank to any skill check made to rejuvenate or heal either himself or another with the Force.

Jedi Master: At 13th level, the Jedi consular graduates from Jedi Knight to Jedi Master and gets a bonus

ERA NOTES: JEDI CONSULAR

The Jedi consular makes a fine character class choice for the Rise of the Empire era and The New Jedi Order period. In the earlier time frame, all versions of the Jedi exist and the Jedi Council remains active. In the latter period, Luke Skywalker's Jedi academy has once again opened the door to 1st-level Jedi consular characters.

The Jedi consular is not available as a character class in the Rebellion era. During that volatile time, the few remnants of the Jedi Order still in existence were hiding or on the run. Higher-level characters from an earlier era may still be around (such as Yoda), but no one is available to train a new generation of 1st-level Jedi consular characters while the war against tyranny rages on.

DARK AND FALLEN JEDI

A Jedi who turns to the dark side of the Force gains certain bonuses and penalties in the use of his or her Force skills. See Dark Side Characters in Chapter 9: The Force for more information.

Some Jedi may turn away from the Force entirely, even going so far as to gain levels in a non-Jedi class. While these Jedi may have discarded the Jedi code, they aren't necessarily dark side characters.

Finally, certain characters exist that are completely opposed to the Jedi Code, yet have been trained in Jedi techniques and skills. These "Dark Jedi" should be treated the same as Jedi consulars and Jedi guardians in terms of class skills and features.

master feat. This bonus master feat must be drawn from the following list: High Force Mastery, Master Defense, Master Mind, Master Speed. The Jedi consular must meet the prerequisite for the feat to select it.

Credits: A 1st-level Jedi consular starts play with (1d10+4) × 100 credits.

Jedi Guardian

Force-users trained in the Jedi tradition, characters of this class combine physical training with mastery of the Force. Jedi guardians concentrate more on battle prowess, defense, lightsaber training, and physical activities. If Jedi consulars are the ambassadors of the Jedi Order, guardians are the defenders, protecting the Republic from all dangers. Few are strong enough in the Force and have the devotion to walk the Jedi's path, but those few are awarded with a powerful ally. They walk in a larger world than those who neither feel nor heed the Force.

Exploits: All Jedi guardians journey into the galaxy at large to further their own knowledge and to help those in need. They take their undertakings seriously, considering even mundane missions to be personal tests. Most Jedi guardians follow the light side, but some become dark-siders and use the Force for evil or selfish intent. Those imbued with the light side refrain from using the Force for every task, preferring to find other solutions and save the Force for when it is truly needed. Those who succumb to the dark side use every advantage, wielding the Force to solve problems as a soldier would use a blaster to destroy a stingfly.

Characteristics: The Jedi guardian's strength flows from the Force, granting the Jedi guardian special powers. This character first masters the ability to feel the living Force in the world within him, as typified by the Control feat. Constitution and Dexterity are the most important abilities for the Jedi guardian, followed by Intelligence.

Background: A Jedi guardian typically starts out as a Padawan learner attached to a higher-ranking Jedi Knight or Jedi Master. The Jedi guardian finds that the Control powers come more easily to him or her, and has a genuine desire to use the Force to help the people of the galaxy. A guardian has a deep connection to his or her mentor and the Jedi Order but often operates with only tangential contact with either Master or Order.

Examples of Jedi Guardians in the *Star Wars* Universe: Luke Skywalker (after training under Obi-Wan Kenobi and Yoda), Obi-Wan Kenobi (in Episode I: *The Phantom Menace*).

Game Rule Information

Abilities: A Jedi guardian should be gifted in all abilities, but Constitution and Dexterity are most important. Strength is useful for the Jedi guardian's athletic skills. Wisdom and Intelligence are the backbone of important Force skills.

Vitality: 1d10 plus Constitution modifier per level.

Class Skills

The Jedi guardian's class skills, and the key ability for each, are as follows (see Chapter 4: Skills for skill descriptions):

Class Skill	Key Ability	Class Skill	Key Ability
Battlemind	Con	Friendship	Cha
Climb	Str	Heal Self	Con
Computer Use	Int	Intimidate	Cha
Craft*	Int	Jump	Str
Empathy	Wis	Knowledge*	Int
Enhance Ability	Con	Profession*	Wis
Force Defense	Con	Tumble	Dex
Force Stealth	Con		

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droid construction), Entertain (kloo horn), Knowledge (Jedi lore), and Profession (droid programming).*

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are features of the Jedi guardian class:

Starting Feats: Jedi guardians begin play with the following feats:

Weapon Group Proficiency (blaster pistols)

ERA NOTES: JEDI GUARDIAN

The Jedi guardian is available as a character class in all eras, but anyone playing in the Rebellion time frame must adhere to certain restrictions. During the time of the Rise of the Empire, all versions of the Jedi exist and the Jedi Council remains active, so guardian characters are abundant—at least for Jedi. In The New Jedi Order period, Luke Skywalker's Jedi Academy has once again opened the door to characters who want to start as 1st-level Jedi guardians.

In the Rebellion era, higher-level characters from an earlier era may still be around (such as Ben Kenobi), but no hero may begin play as a Jedi guardian during this time of turmoil. A hero who wishes to become a Jedi guardian must begin as a member of some other class. At any time after attaining 2nd level as a character, the hero may (if he has the Force-Sensitive feat) choose to begin advancing as a Jedi guardian.

For example, a fringer selects Force-Sensitive as his 1st-level feat. Upon reaching 3rd level, he decides to become a 2nd-level fringer/1st-level Jedi guardian.

Table 3-9: The Jedi Guardian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Lightsaber Damage*	Defense Bonus	Reputation Score
1st	+1	+2	+2	+1	Starting feats, lightsaber	+0d8	+4	1
2nd	+2	+3	+3	+2	Exotic Weapon (lightsaber)	+0d8	+5	2
3rd	+3	+3	+3	+2	Alter	+0d8	+5	2
4th	+4	+4	+4	+2	Sense	+0d8	+6	3
5th	+5	+4	+4	+3		+1d8	+6	3
6th	+6/+1	+5	+5	+3		+1d8	+7	4
7th	+7/+2	+5	+5	+4	Jedi Knight	+1d8	+7	4
8th	+8/+3	+6	+6	+4		+1d8	+8	5
9th	+9/+4	+6	+6	+4		+1d8	+8	5
10th	+10/+5	+7	+7	+5		+2d8	+9	6
11th	+11/+6/+1	+7	+7	+5		+2d8	+9	6
12th	+12/+7/+2	+8	+8	+6		+2d8	+10	7
13th	+13/+8/+3	+8	+8	+6	Jedi Master	+2d8	+10	7
14th	+14/+9/+4	+9	+9	+6		+2d8	+11	8
15th	+15/+10/+5	+9	+9	+7		+3d8	+11	8
16th	+16/+11/+6/+1	+10	+10	+7		+3d8	+12	9
17th	+17/+12/+7/+2	+10	+10	+8		+3d8	+12	9
18th	+18/+13/+8/+3	+11	+11	+8		+3d8	+13	10
19th	+19/+14/+9/+4	+11	+11	+8		+3d8	+13	10
20th	+20/+15/+10/+5	+12	+12	+9		+4d8	+14	11

**Additional damage inflicted by a Jedi guardian's lightsaber.*

Weapon Group Proficiency (simple weapons)
Force-Sensitive
Control

Lightsaber: At 1st level, the Jedi guardian receives a lightsaber from his teacher. However, until the Jedi guardian gains the Exotic Weapon Proficiency (lightsaber) feat, he can only use the lightsaber at a –4 penalty on his attack roll.

Exotic Weapon (lightsaber): At 2nd level, the Jedi guardian gains the Exotic Weapon Proficiency (lightsaber) feat.

Alter: At 3rd level, the Jedi guardian gains the bonus feat Alter and gains access to Alter-based class skills.

Sense: At 4th level, the Jedi guardian gains the bonus feat Sense and gains access to Sense-based class skills.

> "What you think you're some kinda Jedi, waving your hand around like that?"
>
> — Watto, Toydarian Merchant

Jedi Knight: At 7th level, the Jedi guardian graduates from Padawan learner to Jedi Knight and gets a bonus knight feat. This bonus knight feat must be drawn from the following list: Force Mastery, Knight Defense, Knight Mind, Knight Speed, or Weapon Focus (lightsaber). The Jedi guardian must meet the prerequisite for the feat to select it.

Jedi Master: At 13th level, the Jedi guardian graduates from Jedi Knight to Jedi Master and gets a bonus master feat. This bonus master feat must be drawn from the following list: High Force Mastery, Master Defense, Master Mind, Master Speed, or Weapon Focus (lightsaber). The Jedi guardian must meet the prerequisite for the feat to select it.

Credits: A 1st-level Jedi guardian starts play with (1d8+3) × 100 credits.

Multiclass Characters

A character may add new classes as he or she progresses in levels. The class abilities from a character's different classes combine to determine the multiclass character's total abilities. Multiclassing improves a character's versatility at the expense of focus.

How Multiclassing Works

Arani, a 4th-level noble, decides she wants to expand her repertoire by learning some soldiering. When Arani achieves 10,000 XP, she becomes a 5th-level hero. Instead of becoming a 5th-level noble, however, she becomes a 4th-level noble/1st-level soldier. (How exactly she picked up this new area of focus isn't critical to the campaign, though the player and Gamemaster are encouraged to create an in-game reason and opportunity for the hero to do so.)

Now, instead of gaining the benefits of attaining a new level as a noble, she gains the benefits of becoming a 1st-level soldier. She gains a 1st-level soldier's vitality points (1d10 plus her Constitution modifier), a 1st-level soldier's +1 attack bonus, a 1st-level soldier's +2 bonus on Fortitude saves, and 4 skill points (plus her Intelligence modifier) to be spent as a soldier. These benefits are added to the scores she already had as a noble. Her Defense gets a +2 bonus. Her Reflex save, Fortitude save, and Reputation

score do not increase because these numbers are +0 for a 1st-level soldier. She gains Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (repeating blasters), and Weapon Group Proficiency (vibro weapons) as feats (she already had Weapon Group Proficiency (blaster pistols) and Weapon Group Proficiency (simple weapons) from being a noble) as well as Armor Proficiency (light). She doesn't gain the "favor" that a 5th-level noble gains. She could spend some of her 4 skill points to improve her noble skills, but since they would be treated as cross-class skills for this purpose, these skill points would each buy only half a rank.

On achieving 15,000 XP, she becomes a 6th-level hero. She decides she'd like to continue along the soldier path, so she increases her soldier level instead of her noble level. Again she gains the soldier's benefits for attaining a new level rather than the noble's. At this point, Arani is a 6th-level hero: a 4th-level noble/2nd-level soldier. Her combat skill is a little better than a 4th-level noble's would be because she has learned something about fighting during her time as a soldier. Her base attack bonus is +5 (+3 from her noble class and +2 from her soldier class). Her Fortitude save is +4 (+1 from noble and +3 from soldier), better than a 6th-level noble's but not as good as a 6th-level soldier's. Her Reflex save is +2 (all from her noble class), and her Will save is +4 (again, all from her noble class).

At each new level, Arani decides whether to increase her noble level or her soldier level. Of course, if she really wants to have diverse abilities, she could even acquire a third class, such as scoundrel. In general, a character can multiclass as many times as there are classes available, except that no character may possess levels in both Jedi consular and Jedi guardian; once a level in one Jedi class is taken, the other cannot be added.

Class and Level Features

The abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is the total level of the character. It derives from overall XP earned and is used to determine when feats and ability score boosts are gained, as per Table 3–1: Experience and Level-Dependent Benefits. "Class level" is the character's level in a particular class, as per the individual class tables. For the single-class hero, character level equals class level.

Vitality Points: The hero gains vitality points from each class as each class level is increased, with the resulting vitality points added together.

Base Attack: Add the base attack bonuses for each class to get the hero's base attack bonus. If the resulting value is +6 or higher, the hero gets multiple attacks. Find the base attack bonus on each class table to see how many additional attacks the hero gets and at what bonuses. For instance, a 6th-level noble/2nd-level soldier would have a base attack bonus of +6 (+4 for noble and +2 for soldier). A base attack bonus of +6 allows a second attack with a bonus of +1 (listed as +6/+1 on each table), even though neither the +4 from the noble nor the +2 from the soldier normally allows an additional attack.

Saving Throws: Add the base save bonuses for each class together. A 7th-level noble/4th-level soldier gets +5 on

Sia-Lan Wezz,
Human Jedi Guardian

DORN TAVERS,
HUMAN JEDI GUARDIAN

Reflex saving throws (+4 for noble and +1 for soldier), +6 on Fortitude saving throws (+2 and +4), and +6 on Will saving throws (+5 and +1).

Defense Bonus: Add the Defense bonuses for each class together, then subtract 2 for each class after the first. A 4th-level noble/1st-level soldier has a Defense bonus of +4 plus +2, minus 2 for having a second class, for a total of +4. If the same hero then picked up a level of scout, she would add +3 and subtract 2 (for having yet another class), for a total Defense bonus of +5.

Skills: The hero retains and can access skills from all his or her classes. When a multiclass hero gains a level in a class, he spends that level's skill points as a member of that class. For purposes of maximum ranks, a skill is a class skill if at least one of the hero's classes has it as a class skill. The maximum rank for a class skill is 3 plus the character level. For a 7th-level noble/4th-level soldier, a noble skill or soldier skill has a maximum rank of 14 (character level 11 + 3 = 14). For a cross-class skill, maximum rank is half the maximum for a class skill.

If a skill is unavailable to a class (that is, if it's an exclusive skill that a multiclass character's other class doesn't have access to), then levels in that class don't increase the multiclass character's maximum ranks. For instance, the 3rd-level scoundrel/4th-level Force adept would have maximum ranks of 7 in Friendship, an exclusive class skill for Force adepts. The extra levels in the scoundrel class do not increase the character's maximum ranks with Friendship.

Starting Feats: The character gets all starting feats of all classes (ignoring redundancy).

Class Features: The character gets all class features of all classes.

Feats: For multiclass characters, feats are received every three character levels, regardless of individual class level (see Table 3–1: Experience and Level-Dependent Benefits).

Ability Increases: For multiclass characters, abilities are increased every four character levels, regardless of individual class level (see Table 3–1: Experience and Level-Dependent Benefits).

Adding a Second Class

When a single-class character gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. The GM may restrict the choices available according to how he or she handles classes, skills, experience, and training. For instance, the character may need to find a teacher to instruct him in the ways of the new class. Additionally, the GM may require the player to declare what class his or her hero is "working on" before he or she makes the jump to the next level, so the character has time to practice new skills. In this way, gaining the new class is the result of previous effort rather than a sudden development. (There are also restrictions on adding a Jedi class as an additional class; see below.)

The character gains all the 1st-level base attack bonuses, base save bonuses, class skills, and other class features of the new class, as well as vitality points of the appropriate die type. In addition, the character gets the new class's per-level skill points.

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level

hero represent the advantage of training while young and fresh, with lots of time to practice. When picking up a new class, a hero does not receive the following starting bonuses given to characters that begin their careers in that class:

- Maximum vitality points from the first die
- Quadruple the per-level skill points
- Starting equipment
- Starting credits

To add a Force-using class (Force adept, Jedi consular, or Jedi guardian), a character must purchase the Force-Sensitive feat, rather than acquiring it for free as a starting feat (only new 1st-level Force characters gain the Force-Sensitive feat as a free starting feat). A character with one Jedi class may not add another Force-using class in a multiclassing process. (Thus, a character that has at least one level of Jedi guardian can never add a level of Jedi consular or Force adept.) A Force adept can add levels of one or the other Jedi class, if the character desires.

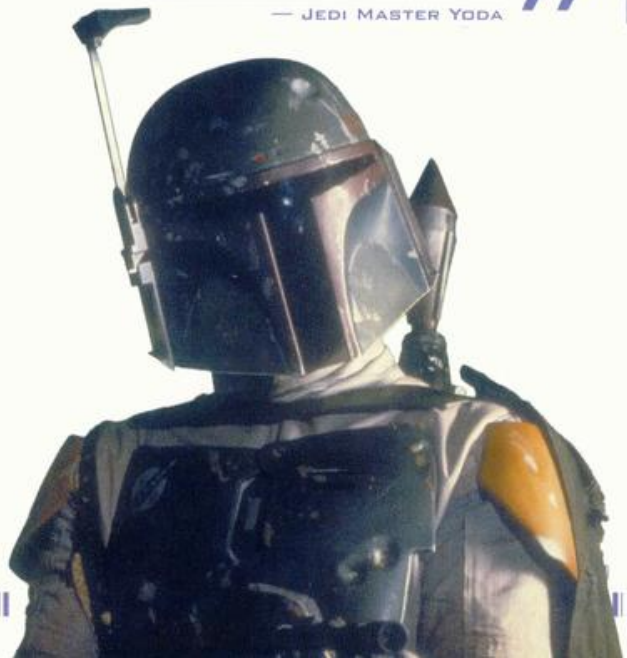
Advancing a Level

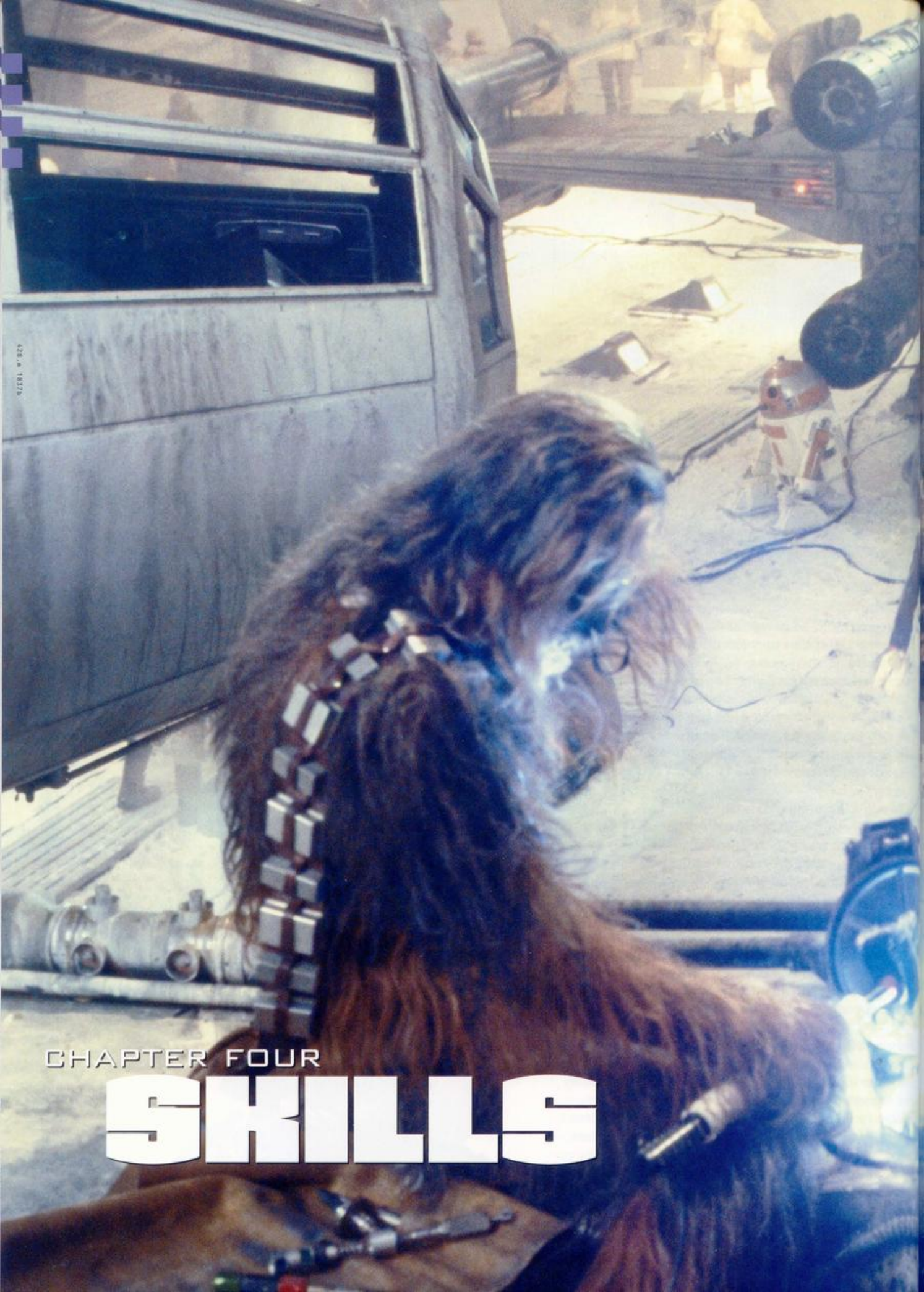
Each time a multiclass character achieves a new level, he or she either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his classes by one level, he gets all the standard benefits that characters get for achieving that level in that class: more vitality points, possible bonuses in attacks, defense, and saving throws (depending on the class and the new level), possible new class features (as defined by the class), and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in (see Table 4–1: Skill Points per Level). Skills purchased from Table 4–2: Skills and Table 4–3: Force-Based Skills are purchased at the cost appropriate for that class.

> "Confer on you the **level of Jedi Knight,** the council does."
>
> — Jedi Master Yoda





CHAPTER FOUR

SKILLS

Deel Surool, a scoundrel, can walk quietly up to a door, put his ear to it, and hear a battle droid commander barking orders to its troops. If Vor'en Kurn, a soldier, were to try the same thing, he'd probably make so much noise that the battle droids would hear him. He, however, could set an explosive to blow out the door and incapacitate the droids behind it. These actions and many more are determined by the skills that characters have (in this case, Move Silently, Listen, and Demolitions).

Skills Summary

Your character's skills represent a variety of abilities, and you get better at them as you go up in level.

Getting Skills

At each level, you get 4, 6, or 8 skill points that you use to buy skills. (Your Intelligence modifier adds to this number. Humans get 1 extra skill point at each level above 1st.) A 1st-level character gets four times this number. (Humans get 4 extra skill points at 1st level in addition to the standard initial amount for their class and Intelligence. These are added on at 1st level, not multiplied in.)

If you buy a class skill (such as Move Silently for a scoundrel or Pilot for a scout), you get 1 rank (equal to a +1 bonus) for each skill point. If you buy other classes' skills (cross-class skills), you get a half rank per skill point. Your maximum rank in a class skill is your level plus 3. Your maximum rank in a cross-class skill is half of this number (do not round up or down).

Using Skills

To make a skill check, roll:

1d20 + skill modifier
(Skill modifier = skill rank +
ability modifier + miscellaneous modifiers)

This roll is made just like an attack roll or a saving throw. The higher the roll the better. You're either trying to score a certain Difficulty Class (DC) or higher, or you're trying to beat another character's check. For instance, to sneak quietly past a guard, Deel needs to beat the guard's Listen check with his Move Silently check.

Skill rank is the number related to the amount of skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in the skill; doing this is known as making an untrained skill check.

The ability modifier used in the skill check is the modifier for the skill's key ability (the ability most associated with the skill's use). The key ability of a skill is noted in its description and on Table 4–2: Skills and Table 4–3: Force-based Skills.

Miscellaneous modifiers include species bonuses and armor check penalties, among others.

How Do Skills Work?

This extended example shows how skills work. Detailed rules follow the example.

Skills at 1st Level

Rorworr, a Wookiee scout, gets 6 skill points per level. Since his Intelligence score is 12, he gets +1 point per level, for a total of 7 skill points. As a 1st-level hero, Rorworr gets four times this number, or 28 skill points. At 1st level, his maximum rank in a skill is his level (1) plus 3, or 4. With 28 points, he can increase to his maximum rank (max out) seven class skills (the original number of skill points for Rorworr) at 4 ranks each.

Rorworr chooses the skills Astrogate, Climb, Hide, Pilot, Repair, Search, and Computer Use, all class skills, at 4 ranks each. The skill section on his character sheet looks like this:

CC?	Skills	Key Ability	Ability Mod	+	Ranks	+	Misc Mod	=	Skill Modifier
No	Climb	Str	+3		4		+2		+9
No	Hide	Dex	+1		4		+0		+5
No	Pilot	Dex	+1		4		+0		+5
No	Astrogate	Int	+1		4		+0		+5
No	Computer Use	Int	+1		4		+0		+5
No	Repair	Int	+1		4		+0		+5
No	Search	Int	+1		4		+0		+5

Climb is a Strength skill, so when Rorworr makes a Climb check he adds his 4 ranks and his Strength modifier (+3) together with his +2 species bonus, for a skill modifier of +9. Both Hide and Pilot are Dexterity skills, so when he makes a Hide or Pilot check he adds 4 for his rank and +1 for his Dexterity bonus, for a total skill modifier of +5. The other skills are all based on Intelligence, so he gets his 4 ranks and his +1 Intelligence bonus, for skill modifiers of +5.

Skills at 2nd Level

When Rorworr reaches 2nd level, he gets another 7 skill points, the same as he will each level after that (unless his Intelligence score goes up enough to increase his Intelligence bonus). He decides to use 1 skill point to increase his Astrogate, Pilot, and Computer Use skills by 1 rank each, raising his ranks to 5 and his skill modifiers up to +6 for these three skills. He can't have more than 5 ranks in a class skill at 2nd level, so he can't raise these skills any higher. He uses the remaining 4 skill points to buy 2 ranks of Bluff. (Bluff is a cross-class skill for scouts since it's not on the scout skill list, so his 4 skill points only buy 2 ranks.) Bluff is a Charisma skill, but since our scout has no Charisma modifier, the skill modifier is just +2.

These skills on his character sheet now look like this:

CC?	Skills	Key Ability	Ability Mod	+	Ranks	+	Misc Mod	=	Skill Modifier
No	Pilot	Dex	+1		5		+0		+6
No	Astrogate	Int	+1		5		+0		+6
No	Computer Use	Int	+1		5		+0		+6
Yes	Bluff	Cha	+0		2		+0		+2

Skill Check

When Rorworr makes a skill check at 2nd level, his player rolls 1d20 and adds his skill modifier (rank + ability modifier + any miscellaneous modifier). The higher the result, the better Rorworr does. On average, Rorworr will roll a 10 or 11 on 1d20, so he will get a check result of 16 or 17 with his Pilot checks. It's this total check result that matters, not the original roll. A result of 17 by an average spacer with no plusses or minuses who rolls it naturally is the same as a result of 17 by Rorworr (11 on 1d20 with +6 for his skill rank and Intelligence modifier).

Opposed Check

Rorworr meets a bounty hunter (a GM character) in a cantina and tries to bluff his way out of trouble ("No, I'm not the Wookiee you're looking for"). Rorworr's player rolls 1d20+2 for his Bluff check and gets a 16. The GM secretly makes a Sense Motive check for the bounty hunter (since Bluff is opposed by Sense Motive), and the result is 14. Since Rorworr's Bluff result is higher than the bounty hunter's Sense Motive result, the GM tells Rorworr's player that the bounty hunter looked suspicious for a moment, then turned and walked out of the cantina.

Check Against a Difficulty Class (DC)

Later, Rorworr decides to climb to the top of the cantina to watch for signs of the bounty hunter and any minions he may have in the area. The GM checks the description for the Climb skill and determines that climbing to the roof of this three-story building has a DC of 20. Rorworr's player rolls an 8 on 1d20 for a result of 17. This result is not enough to climb the building, but it's not so low that the scout risks a fall. The GM tells the player that Rorworr will need to find a different building to climb, or try a different approach to watch for his enemies.

Untrained Checks

Unsuccessful at climbing to the roof of the cantina, Rorworr instead tries to ask the locals about the bounty hunter and anyone seen with him. Rorworr doesn't have the Gather Information skill (he has 0 ranks in Gather Information), and he doesn't have a Charisma modifier. The GM secretly sets the DC at 15, and Rorworr's player rolls an 18 on 1d20. After a bit of asking, he determines that the bounty hunter and a gang of Trandoshan thugs have been seen coming and going from the Royal Hutt Hotel a few blocks east of the cantina.

Acquiring Skill Ranks

Ranks indicate how much training or experience your character has with a given skill. Each of your skills has a rank, from 0 (for a skill in which your character has no training at all) to 23 (for the 20th-level character who has increased a skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check will be.

Acquiring Skills at 1st Level

Use the following steps when picking skills for your 1st-level character:

1. Determine the number of skill points you get. The number of skill points depends on your class and Intelligence modifier, as shown below on Table 4–1: Skill Points per Level. For example, Deel Surool is a 1st-level scoundrel with an Intelligence score of 14 (+2 Intelligence bonus). At the start of play, he has 40 skill points (8 + 2 = 10, 10 × 4 = 40).

- A character gets at least 4 skill points (1 × 4 = 4) even if he has an Intelligence penalty.
- A Human gets 4 extra skill points as a 1st-level hero. A Human hero with the same class and Intelligence modifier as Deel Surool would have 44 skill points at the start of play.

2. Spend the skill points. Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list.

Each skill point you spend on a cross-class skill gets your character a half rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two half ranks make 1 rank.)

Your maximum rank in a class skill is 4. In a cross-class skill, it's 2. You will not be able to buy some skills because they are exclusive to certain classes.

- Table 4–2: Skills lists all the skills and indicates which are class skills, which are cross-class skills, and which can't be purchased except by certain classes (exclusive skills).
- Spend all your skill points. You can't save them to spend them later.

Table 4-1: Skill Points per Level

Class	1st-Level Skill Points*	Higher-Level Skill Points**
Fringer	(6 + Int modifier) × 4	6 + Int modifier
Noble	(6 + Int modifier) × 4	6 + Int modifier
Scoundrel	(8 + Int modifier) × 4	8 + Int modifier
Scout	(6 + Int modifier) × 4	6 + Int modifier
Soldier	(4 + Int modifier) × 4	4 + Int modifier
Force adept	(6 + Int modifier) × 4	6 + Int modifier
Jedi consular	(6 + Int modifier) × 4	6 + Int modifier
Jedi guardian	(4 + Int modifier) × 4	4 + Int modifier

*Humans add +4 to this total at 1st level.

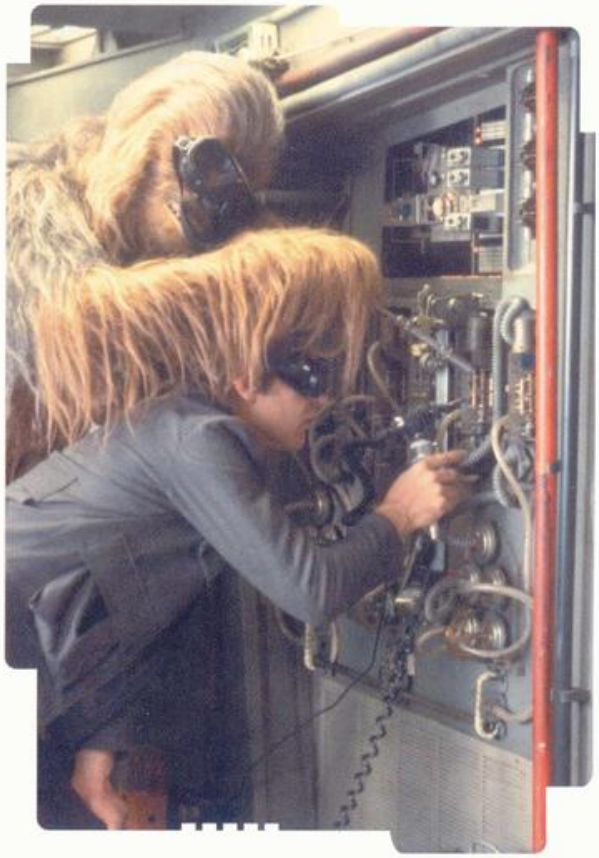
**Humans add +1 to this total at each level after 1st.

Skills at Higher Levels

When you reach a new experience level, follow these steps to gain new skills and improve those you already have:

1. Determine the number of skill points you get. See Table 4–1: Skill Points per Level.

   - A character gets at least 1 skill point even if he has an Intelligence penalty.
   - A Human gets 1 extra skill point per level.



2. You can improve any class skill that you've previously maxed out by 1 rank or any cross-class skill that you've previously maxed out by a half rank.

3. If you have not maxed out a skill, you can spend extra skill points on it and increase its rank to its maximum.

   First, find out what your maximum rank with the skill is. If it's a class skill, your maximum rank is your new level plus 3. If it's a cross-class skill, your maximum rank is one-half that number (do not round up or down).

CHARACTER SKILLS

Characters have many more skills than what they can buy with their skill points. Remember that every skill that is allowed to be used untrained is available to them whenever they want to use one. The skills that a character has ranks in, however, represent areas of knowledge and discipline that a character has gone the extra kilometer to specialize in and become better than average with. These are the character's "signature" skills.

Also remember that not every use of a skill requires a skill check. Performing routine tasks in normal situations is easy and it's what most characters are trained to do. In dramatic situations, when the fate of the galaxy rests squarely on the character's shoulders, then skill checks are called for.

ACCESS TO SKILLS

The rules assume that a character can find a way to learn any nonexclusive skill. For instance, if Rorworr wants to learn Astrogate, nothing in the rules prevents him from doing so. However, the GM is in charge of the game, including decisions about where one can learn certain skills and where one can't. While Rorworr is living on a primitive planet without starships, for example, the GM can decide that Rorworr has no way of learning astrogation. It's up to the GM to decide whether a character can learn a given skill in a given situation.

You may spend as many skill points as it takes to max out the skill (provided that you have that many skill points to spend).

4. If you want to pick up a new skill, you can spend up to your level plus 3 skill points on it. These skill points buy 1 rank each if the new skill is a class skill or a half rank each if it's a cross-class skill.

Using Skills

When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. If you're free to work without distractions, you can make a careful attempt and avoid simple mistakes. If you have lots of time, you can try over and over again, assuring that you do your best. If others help you, you may succeed where otherwise you would fail.

Skill Checks

A skill check takes into account your training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account your species' knack for certain things (species bonus) or what armor you are wearing (armor check penalty), among other things.

To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates your rank with that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers you have, including species bonuses and any armor check penalty. The higher the result, the better. Unlike the combat rules, a natural 20 is not an automatic success when making a skill check, and a natural 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check to succeed. For example, climbing the outer wall of a ruined warehouse may have a DC of 15. To climb the wall, you must get a result of 15 or better on a Climb check. A Climb check is 1d20 plus Climb ranks (if any) plus Strength modifier plus any other modifiers. Table 4–4: Difficulty Class Examples shows example DCs for skill checks.

GM NOTES: DEGREES OF SUCCESS

Sometimes determining success isn't enough. Sometimes the degree of success is important to a task. For example, a stealthy bounty hunter sneaks up on a noble in the dead of night. The noble makes an opposed Listen check against the bounty hunter's Move Silently check, and is successful. The GM might say:

1. You heard a noise and know something's out there, but you don't see anything.
2. You heard a noise. It sounded like a person moving, and it came from over there.
3. You heard a noise. There's someone moving toward you, currently about 6 meters northeast of you and getting closer. You can target the intruder with an attack.

You can handle this by comparing the rolls (or in unopposed rolls, the roll and the DC). In the example above, success means that the GM gives answer #1. If the noble beats the bounty hunter's roll by 10 or more, she gets answer #2. If she exceeds the bounty hunter's roll by 20, and she gets all the information—answer #3.

In general, this means:

Roll	Degree of Success
DC or above	Success
DC+10 or above	Greater success
DC+20 or above	Perfect success

Remember that this only applies when it's important. Most of the time, it only matters whether a character succeeds or fails.

Table 4-2: Skills

Skill	Key Ability	Untrained	Frg	Nbl	Scl	Sct	Sol	FA	JC	JG
Appraise	Int	Yes	☒	☐	☐	☒	☒	☒	☒	☒
Astrogate	Int	No	☒	☒	☐	☐	☐	☒	☒	☒
Bluff	Cha	Yes	☒	☒	☐	☒	☒	☒	☐	☒
Climb	Str*	Yes	☐	☒	☒	☐	☒	☐	☒	☐
Computer Use	Int	Yes	☒	☐	☐	☐	☐	☒	☐	☐
Craft	Int	Yes	☐	☐	☐	☐	☐	☐	☐	☐
Demolitions	Int	No	☒	☒	☐	☐	☐	☒	☒	☒
Diplomacy	Cha	Yes	☒	☐	☒	☒	☒	☒	☐	☒
Disable Device	Int	No	☒	☒	☐	☒	☒	☒	☒	☒
Disguise	Cha	Yes	☒	☐	☐	☐	☒	☒	☒	☒
Entertain	Cha	Yes	☒	☐	☒	☒	☒	☒	☒	☒
Escape Artist	Dex*	Yes	☒	☒	☐	☒	☒	☒	☒	☒
Forgery	Int	Yes	☒	☒	☐	☒	☒	☒	☒	☒
Gather Information	Cha	Yes	☒	☒	☐	☒	☒	☒	☐	☒
Handle Animal	Cha	No	☐	☒	☒	☒	☒	☐	☒	☒
Hide	Dex*	Yes	☐	☒	☐	☐	☒	☐	☒	☒
Intimidate	Cha	Yes	☒	☒	☒	☒	☐	☒	☐	☐
Jump	Str*	Yes	☐	☒	☒	☐	☒	☐	☒	☐
Knowledge	Int	No	☐	☐	☐	☐	☐	☐	☐	☐
Listen	Wis	Yes	☐	☒	☐	☐	☒	☐	☒	☒
Move Silently	Dex*	Yes	☒	☒	☐	☐	☒	☒	☒	☒
Pilot	Dex	Yes	☐	☒	☐	☐	☐	☒	☒	☒
Profession	Wis	No	☐	☐	☐	☐	☐	☐	☐	☐
Read/Write Language	None	No	☒	☐	☒	☐	☒	☒	☐	☒
Repair	Int	No	☒	☒	☐	☐	☐	☒	☒	☒
Ride	Dex	Yes	☐	☐	☒	☐	☒	☒	☒	☒
Search	Int	Yes	☐	☒	☐	☐	☒	☒	☒	☒
Sense Motive	Wis	Yes	☒	☐	☒	☒	☒	☐	☐	☒
Sleight of Hand	Dex*	No	☒	☒	☐	☒	☒	☒	☒	☒
Speak Language	None	No	☒	☐	☒	☐	☒	☒	☐	☒
Spot	Wis	Yes	☐	☒	☐	☐	☒	☐	☒	☒
Survival	Wis	Yes	☐	☒	☒	☐	☒	☐	☒	☒
Swim	Str	Yes	☐	☒	☒	☐	☒	☐	☒	☒
Treat Injury	Wis	Yes	☒	☒	☒	☒	☐	☐	☐	☒
Tumble	Dex*	No	☒	☒	☐	☒	☒	☒	☒	☐

☐ *Class skill.* ☒ *Cross-class skill.* **Your armor check penalty, if any, also applies.*

Untrained: Yes: *The skill can be used untrained. That is, a hero can have 0 ranks in this skill but can make skill checks normally.* No: *You can't use the skill unless you have at least 1 rank.*

Class names are abbreviated as follows: Frg, fringer; Nbl, noble; Scl, scoundrel; Sct, scout; Sol, soldier; FA, Force adept; JC, Jedi consular; JG, Jedi guardian.

Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, usually another character's skill check result. For example, to sneak up on a guard, you need to beat the guard's Listen check result with your Move Silently check result. You make a Move Silently check, and the GM makes a Listen check for the guard. Whoever scores the higher result wins the contest.

For ties on opposed checks, the character with the higher key ability score wins. For instance, in a Move Silently against Listen check that results in a tie, the sneaker's Dexterity would be compared to the listener's Wisdom. If these scores are the same, roll again (see page 68 for examples of opposed checks).

Trying Again

In general, you can try a skill check again if you fail, and can keep trying indefinitely. Some skills, however, have natural consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

For example, if Deel Surool (a scoundrel) misses a Disable Device check to open a mechanical lock, he can

> "Try not. Do. Or do not. There is no try."
>
> — Jedi Master Yoda

Table 4-3: Force-Based Skills

Skill	Type*	Key Ability	Untrained	FA	JC	JG
Affect Mind	Alter	Cha	No	☐	4th	3rd
Battlemind	Control	Con	No	4th	3rd	☐
Empathy	Force	Wis	Yes	☐	☐	☐
Enhance Ability	Force	Con	No	☐	☐	☐
Enhance Senses	Sense	Wis	No	2nd	☐	4th
Farseeing	Sense	Wis	No	2nd	☐	4th
Fear†	Sense	Wis	Yes	2nd	☐	4th
Force Defense	Control	Con	Yes	4th	3rd	☐
Force Grip†	Alter	Int	Yes	☐	4th	3rd
Force Push	Alter	Int	No	☐	4th	3rd
Force Stealth	Control	Con	Yes	4th	3rd	☐
Friendship	Force	Cha	No	☐	☐	☐
Heal Another	Alter	Wis	Yes	☐	4th	3rd
Heal Self	Control	Con	Yes	4th	3rd	☐
Move Object	Alter	Int	Yes	☐	4th	3rd
See Force	Sense	Wis	Yes	2nd	☐	4th
Telepathy	Sense	Wis	No	2nd	☐	4th

**This also indicates the prerequisite feat that a character must have to use or purchase ranks in the skill (Force = Force-Sensitive.)*

☐ *Class skill.*

2nd, 3rd, 4th: *The level at which the skill becomes a class skill. Before then, it is a cross-class skill.*

All Alter-based, Control-based, and Sense-based Force skills are exclusive to Force-user classes (Force adept, Jedi consular, Jedi guardian). The Force-Sensitive-based Force skills are class skills for a character of any class who has the Force-Sensitive feat.

Untrained: *Yes: The skill can be used untrained. That is, a character can have 0 ranks in this skill but can make skill checks normally. (You must still have the prerequisite feat to use the skill untrained.)* No: *You can't use the skill unless you have at least 1 rank in it.*

†*Use of this skill gives the character a Dark Side Point.*

try again and keep trying. If however, an alarm sounds if the Disable Device check is missed by 5 or more, then failing has its own penalties.

Similarly, if Rorworr (a scout) misses a Climb check, he can keep trying, but if he misses by 5 or more, he falls (after which he can get up and try again if the fall wasn't too far or too lethal).

If a skill carries no penalties for failure, you can take 20 and assume that you keep trying until you eventually succeed (see Checks without Rolls, page 68).

Untrained Skill Checks

Generally, if you attempt to use a skill you don't possess, you make a skill check as described. Your skill modifier doesn't have your skill rank added in because you don't have any ranks in the skill. You do get other modifiers added in to the skill modifier, though, such as the ability modifier for the skill's key ability.

Some skills can be used only if you are trained in the skill. If you don't have Astrogate, for example, regardless of your class, ability scores, and experience level, you just don't know enough about astrogation even to attempt to plot a course through space. Skills that can't be used untrained are marked with a "No" in the "Untrained" column on Table 4–2: Skills and Table 4–3: Force-Based Skills.

For example, Rorworr's 4 ranks in Climb make his Climb check results 4 points higher than they otherwise would be, but even a character with no Climb ranks can make a Climb check. Another character might even have a penalty for low Strength or equipment carried, but she can give it a try. The same character's ranks in Astrogate, however, let her do something that she otherwise couldn't do at all, such as plot a course through hyperspace. A character with no ranks in the skill can't make an Astrogate check, even at a penalty.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check. It's one thing for Kelko, a Rodian fringer with the Survival skill, to hunt down enough food to eat while he's camping for the day on the forest moon of Endor. Foraging for food while crossing 100 kilometers of Tatooine's Jundland Wastes on foot is an entirely different matter.

The GM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see the Combining Skill Attempts section, page 68), or possessing unusually accurate information.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or performing work that doesn't have to be perfect.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

> "I have a bad feeling about this."
>
> — Princess Leia Organa

Conditions that affect your ability to perform the skill change your skill modifier. Conditions that modify how well you have to perform the skill to succeed change the DC. A bonus on your skill modifier and a reduction in the check's DC have the same result—they create a better chance that you will succeed. But they represent different circumstances and sometimes that difference is important.

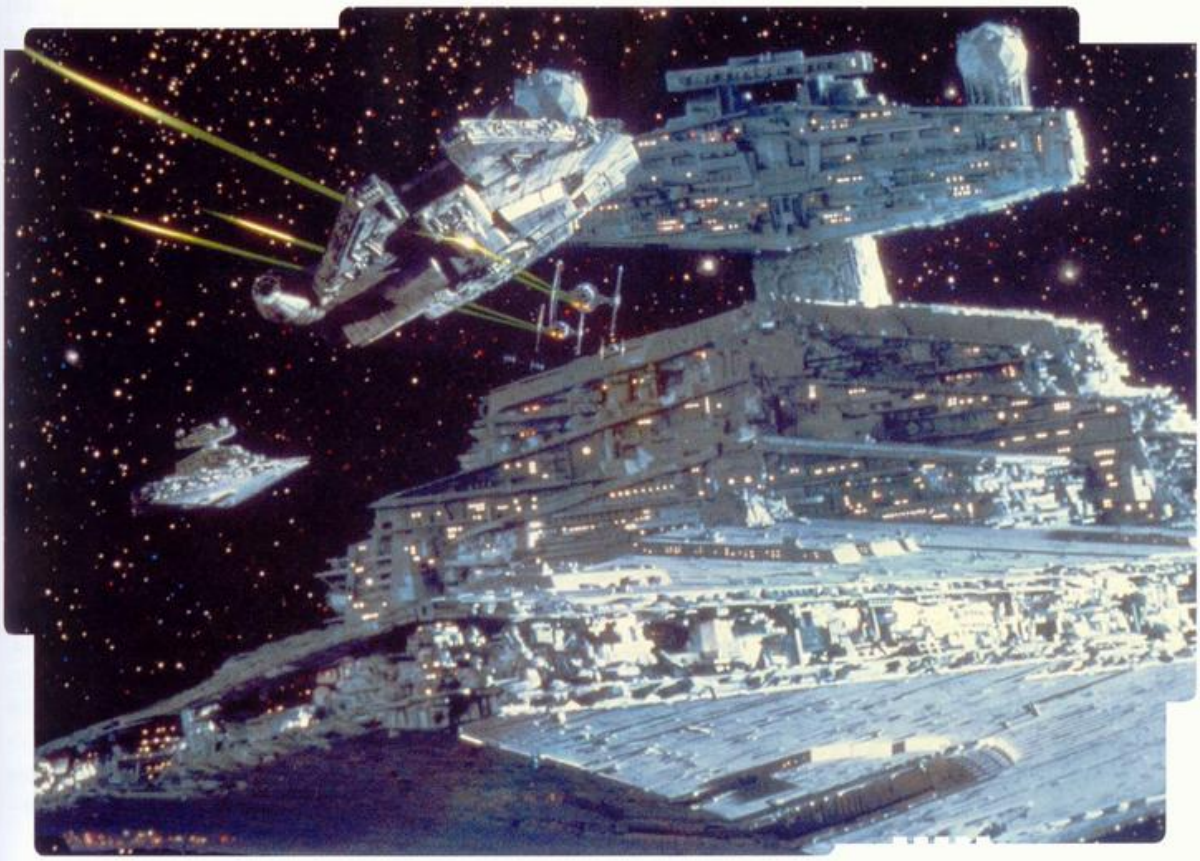
For example, Deel Surool the Twi'lek scoundrel wants to entertain a group of Trandoshan thugs drinking at the bar

Table 4-4: Difficulty Class Examples

Situation Difficulty	DC	Example	Skill (Key Ability)	Who Could Do It*
Very easy	0	Notice something large in plain sight	Spot (Wis)	A nearsighted Gungan fleeing from battle droids
Easy	5	Climb a knotted rope	Climb (Str)	A weak merchant carrying a heavy satchel
Average	10	Hear a stormtrooper patrol walking 10 meters away	Listen (Wis)	Anyone
Tough	15	Disarm an explosive	Demolitions (Int)	A smart 1st-level soldier
Challenging	20	Lay in a hyperspace course along an occasionally used route	Astrogate (Int)	A smart 5th-level scout
Formidable	25	Break into a secure computer system	Computer Use (Int)	A smart 10th-level scoundrel
Heroic	30	Leap across a 10-meter chasm	Jump (Str)	A strong 15th-level fringer
Super Heroic	35	Convince the guards that even though you're not wearing a uniform and don't know the password, you're actually Senator Farson's personal assistant (and yes, you know that the senator is actually away from Coruscant right now)	Bluff (Cha)	A charismatic 20th-level noble
Nearly Impossible	40	Track a Wookiee through the forests of Kashyyyk on a moonless night after 12 days of rainfall	Survival (Wis)	A very wise 20th-level scout who has taken the Skill Emphasis (Survival) feat

**This column identifies a character who would have about a 50% chance to succeed. When this entry names a character by class, it assumes that the character has the skill in question. (Other characters might have a better or worse chance to succeed.)*

in the Royal Hutt Hotel where he's working. Before beginning his performance, Deel listens to the Trandoshans so that he can judge their mood. Doing so improves his performance, giving him a +2 to the skill modifier for his Entertain check. The GM sets the DC at 15. The Trandoshans are in a good mood because they recently received a sizable payoff, so the GM reduces the DC to 13. Deel rolls a 6 and adds +8 for his skill modifier (4 ranks, +2 Charisma modifier, and +2 for his impromptu research). His result is 14. (Deel's performance isn't better just because



> "Sir, the possibility of **successfully navigating** an asteroid field is approximately 3,720 to 1."
>
> — C-3PO

the Trandoshans are in a good mood, so he does not get a bonus to add into his skill modifier. Instead, the DC goes down.) The leader of the gang, a Human bounty hunter, however, has been unable to locate the Wookiee he's tracking, and he's suspicious of Deel. (Didn't the datafile suggest the Wookiee was often seen in the company of a Twi'lek?) The DC to entertain him is higher than normal: 17 instead of 15. The scoundrel's skill check result (14) is high enough to entertain the Trandoshans (DC 13) but not their leader (DC 17). The Trandoshans applaud Deel Surool and offer to buy him drinks, but their leader eyes him suspiciously.

Time and Skill Checks

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform (see Action Types, page 72). Most skill uses are attack actions. If not, the skill descriptions specify how long a skill takes to use.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually with some sort of time pressure or distraction. Sometimes, though, you can use a skill under more favorable conditions and eliminate the luck factor.

TAKING 10

When you're not in a rush and not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats make it impossible for a character to take 10. Lacking ranks in a skill also prevents a character from taking 10, though the GM may allow exceptions for truly routine activities.

For example, Rorworr the Wookiee has a Climb skill modifier of +9 (4 ranks, +3 Strength modifier, +2 species modifier). The steep, rocky slope he's climbing has a DC of 15. With a little care, he can take 10 and succeed automatically. But partway up the slope, a bounty hunter begins taking blaster shots at him from up above. Rorworr needs to make a Climb check to reach the bounty hunter, and this time he can't simply take 10. If Rorworr's player rolls 6 or higher on 1d20, he succeeds.

TAKING 20

When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round—one full-round action or one attack action), and when the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 if you roll enough times. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right. Taking 20 takes about 20 times as long as making a single check.

For example, Rorworr comes to a cliff face. He attempts to take 10, for a result of 19 (10 plus his +9 skill bonus), but the DC is 20, and the GM tells him that he fails to make progress up the cliff. (His check is at least high enough that he doesn't fall.) Rorworr can't take 20 because there is a penalty associated with failure (falling, in this case). He can try over and over, and eventually he will succeed, but he might fall one or more times in the process.

Later, Rorworr finds a small bunker in the cliff and searches it. The GM sees in the Search skill description that each 2-meter-square area takes a full-round action to search (and she secretly assigns a DC of 15 to the attempt). She estimates that the floors, walls, and ceiling of the bunker make up about twenty 2-meter squares, so she tells Rorworr's player that it takes 2 minutes to search the whole bunker. Rorworr rolls 1d20 and adds his +5 skill modifier. The result of 11 fails. Now Rorworr declares that he is going to search the bunker high and low, for as long as it takes. The GM takes the original time of 2 minutes and multiplies it by 20, for 40 minutes. That's how long it takes Rorworr to search the whole bunker in exacting detail. Now Rorworr's player treats his roll as if it were 20, for a result of 25. That's more than enough to beat the DC of 15, and Rorworr finds a datapad discarded in a waste disposal unit.

Table 4-5: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Sneak up behind someone	Move Silently (Dex)	Listen (Wis)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Hide from someone	Hide (Dex)	Spot (Wis)
Win a Podrace	Pilot (Dex)	Pilot (Dex)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Steal a key cylinder	Sleight of Hand (Dex)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

INDIVIDUAL EVENTS

Often, several characters attempt some action and each succeeds or fails on his or her own.

For example, Rorworr and each of his friends need to climb a slope to get to the top. Regardless of Rorworr's roll, the other characters need successful checks, too. Every character makes a skill check.

COOPERATION

Sometimes the individual heroes are essentially reacting to the same situation, and they can work together and help each other out. In this case, one hero is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (You can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at the same time. The GM limits cooperation as she sees fit for the given conditions.

For instance, if Rorworr has been badly wounded, Vor'en Kurn can try a Treat Injury check to keep him from dying. One other character can help Vor'en Kurn. If the other hero, Deel Surool, makes a Treat Injury check against DC 10, then Vor'en gets +2 on the Treat Injury check he makes to help Rorworr. The GM rules that two characters couldn't help Vor'en at the same time because a third person would just get in the way.

SKILL SYNERGY

It's also possible for a character to have two skills that work well together, such as someone with Jump also having Tumble. In general, having 5 or more ranks in one skill gives you a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill descriptions.

Ability Checks

Sometimes you try to do something to which no specific skill really applies. In these cases, you make an ability check. To make an ability check, roll 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. The GM assigns a Difficulty Class, or sets up an opposed check when two characters are engaged in a contest using one ability score or another. The initiative check in combat, for example, is essentially a Dexterity check. The character who rolls highest acts first.

Table 4-6: Ability Check Examples

Task	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Remembering to lock a door	Wisdom
Getting yourself noticed in a crowd	Charisma

In some cases, an action is just a test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, then make opposed Strength checks.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those listed here. For example, you might be able to impress the members of a starfighter squadron by making a Pilot check.

Regular skills are described first, followed by a section on Force-based skills.

Here is the format for skill descriptions. Headings that do not apply to a particular skill are omitted in that skill's description.

Skill Name (Key Ability)

Trained Only; Armor Check Penalty

The skill name line and the line beneath it includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. *Exception*: Speak Language and Read/Write Language have "None" listed as their key ability because the use of these skills never require a check.

Trained Only: If "Trained Only" appears directly beneath the skill name, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: If "Armor Check Penalty" appears directly beneath the skill name, apply any armor check penalty to skill checks for this skill. If it is omitted, there are no penalties to use this skill.

Check: What you can do with a successful skill check, how much time it takes to make a check, and the check's DC.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill check can be tried again without any inherent penalty other than consuming additional time.

Special: Any special notes that apply, such as rules regarding untrained use or if this skill has a synergistic relationship with other skills.

Appraise (Int)

Use this skill to estimate the value of an object, from an old blaster to an Alderaanian heirloom.

Check: You can appraise common or well-known objects within 10% of their value (DC 12). Failure means you estimate the value at 50% to 150% of actual value. The GM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells you that value for the item. (For a common or well-known item, your chance of estimating the value within 10% is fairly high, even if you fail the check—in such a case, consider it a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, you estimate the value at 70% to 130% of its actual value. The GM secretly rolls

"Never tell me the odds!"

— Han Solo

2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells you that value for the item. Failure means you can't estimate the item's value.

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If you are making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Astrogate (Int)

Trained Only

Use this skill to plot a course through hyperspace from one star system to another.

Check: You can plot a safe course through hyperspace between two star systems. The result of an Astrogate check determines how long a particular trip will take (see Starship Travel in Chapter 11: Starships).

Astrogating a course takes 1 minute.

Calculating a hyperspace trip along a known route (or using precalculated coordinates) requires 1 minute (10 rounds) and an Astrogate check (DC 10). For each round the hero attempts to shave off this time, add +2 to the DC of the Astrogate check. For additional uses of the Astrogate skill, see Chapter 11: Starships.

If the Astrogate check fails, a mishap may occur. See Chapter 11: Starships for more information.

You can also tell your position without the use of a nav computer by simply checking the constellations—provided you are traveling through an area of space you are familiar with.

Special: A character using a nav computer to plot a course gains a computer bonus on his Astrogate check (+2, +4, or +6 depending on the nav computer's quality). An astromech droid can be used instead of a nav computer, providing a +1, +2, or +3 depending on the quality of its programming.

Bluff (Cha)

You can make the outrageous or the untrue seem plausible. The skill encompasses acting, conning, fast-talking, misdirection, prevarication, and misleading body language. Use a bluff to sow temporary confusion, get someone to turn his head in the direction you point, or simply look innocuous.

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	–5
"These droids aren't stolen. I'm just desperate for credits right now, so I'm offering them to you cheap."	
The bluff is believable and doesn't affect the target much one way or the other.	+0
"I don't know what you're talking about, sir. I'm just a simple trader here for the fair."	
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
"You want to fight? I'll take you all on myself. I don't need my friends' help. Just don't die on my deck plating."	
The bluff is hard to believe or entails a large risk for the target.	+10
"This shuttle doesn't belong to the Emperor. It just looks like his. Trust me, I wouldn't sell you a ship that would get you terminated, would I?"	
The bluff is way out there; it's almost too incredible to consider.	+20
"You might find this hard to believe, but I'm actually a Jedi Master who's been sold into slavery by a dark lord of the Sith. You know that we Jedi are trustworthy, so you can believe me."	

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want him to believe. For example, you could use a bluff to put someone off guard by telling him someone was behind him. At best, such a bluff would make the target glance over his shoulder. It would not cause the target to ignore you and completely turn around.

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if you try something elaborate.

Feinting in Combat: You can also use Bluff to mislead an opponent in combat so that he can't dodge your attack effectively. Doing so is an attack action. If you are successful, the next attack you make against the target does not allow him to add his Dexterity bonus to Defense (if any). Feinting in this way against a target of a different species from you is difficult because it's harder to read a strange alien's body language; you suffer a –4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; you suffer a –8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you. (See the Hide skill, page 77.)

Retry: Generally, a failed Bluff check makes the target too suspicious for you to try another bluff in the same circumstances. For feinting in combat, you may retry freely.

Special: Having 5 or more ranks in Bluff gives you a +2 synergy bonus on Intimidate and Sleight of Hand checks. Also, if you have 5 or more ranks in Bluff, you get a +2 synergy bonus on Disguise checks when you know that you're being observed and you try to act in character.

Climb (Str)

Armor Check Penalty

Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up an antenna array after falling out of an airway at the bottom of a floating city.

Check: With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half your speed as a full-round action. You can move half that far, one-fourth of your speed, as a move action.

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the check depends on the conditions of the climb.

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope, but not both.
10	A surface with ledges to hold on to and stand on, such as a very rough wall.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
20	An uneven surface with some narrow handholds and footholds.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
–	A perfectly smooth, flat, vertical surface cannot be climbed.
–10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
–5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases DC by 5).

**These modifiers are cumulative; use any that apply.*

Since you can't move to avoid an attack while climbing, opponents get a +2 bonus, and you lose any Dexterity bonus to Defense.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage. (See Falling Damage in Chapter 8: Combat.)

Accelerated Climbing: You try to climb more quickly than normal. As a full-round action, you can attempt to cover your full speed in climbing distance, but you suffer a –5 penalty on Climb checks and you must make two checks each round. Each successful check allows you to climb a distance equal to one-half your speed. By accepting the –5 penalty, you can move this far as a move action rather than as a full-round action.

Making Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut holds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climbing check (DC = wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC = slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) through sheer strength. Use double your maximum load (see Carrying Capacity in Chapter 6: Heroic Characteristics) to determine how much weight a character can lift.

Computer Use (Int)

Use this skill to operate computer systems and write or modify computer programs. Computer Use is used to access datapad programs, networked computer systems, droid programming, ship computers, and to operate computerized devices such as various ship systems (sensors, comm units, starship weapons, and starship shields).

Check: Most simple tasks don't require a skill check. However, creating or modifying programs, breaking into secure systems, or operating a ship's system during combat or when time is of the essence are all relatively difficult and require skill checks.

ACTION TYPES

The following types of actions define the time frame for how long certain activities take to complete.

Reactions
Some skills checks are instant. They are reactions to an event, such as making a Ride check to stay on a tauntaun when the tauntaun rears unexpectedly. Some are tests of what a character notices or recognizes, such as a Listen check to notice a bounty hunter sneaking up from behind. You can make as many of these checks in a round as the situation calls for. In game terms, they take no time and are not considered actions.

Attack Action
An attack action allows you to do something. You can make an attack, use a skill or feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, you can perform an attack action and move your speed. You can move before or after performing an attack action.

Move Action
A move action allows you to move your speed in a round or perform a similar action. You can move your speed, climb, draw a weapon, reload a weapon, sheathe a weapon, pick up an item, control a mount, or move a heavy object as a move action.

In a combat round, you can perform an attack action and move your speed, or you can move first and then perform an attack action. You can also perform two move actions in a round and no attack actions, using the second move action in place of an attack action.

For instance, Kelko the Rodian fringer has a speed of 10 meters. He moves 7 meters toward a pit, and then leaps 3 meters over it. In the round, Kelko used his move action first, then used his attack action to use a skill (Jump).

If the action you take during a round results in your moving no actual distance, you can take a 2-meter step.

Full-Round Action
A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 2-meter step before, during, or after the action. Attacking more than once (if you are permitted to do so) or using a skill or feat that requires a full round to accomplish, such as using Search to examine a 2-meter-by-2-meter area, requires the use of a full-round action.

Free Action
Free actions consume a very small amount of time and effort, and over the span of a round their impact is so minor that they are considered to be free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free. Calling out to your friends for help, for example, is free. Reciting the epic history of the Rodian hunter clans takes several minutes (or more).

Longer than a Round
Some skills take more than a round to perform. The skill descriptions often specify how long the skill takes to use. Using Handle Animal to calm an excited vornskr or Appraise to assess the market price of a jeweled necklace takes one minute (10 rounds). Crafting an item and riding across rough terrain can be handled by skill checks, but the times involved are beyond the scope of round-by-round or even minute-by-minute timing.

DC	Task
15	Modify existing program
20 to 30	Create new program
25	Break into secured system

Modify Existing Program: Modifying an existing computer or droid program can change its purpose, add information that didn't exist, delete information that does exist, or any variety of other things. If the program to be modified is protected within a secure system, you must first break into the system (see below).

Create New Program: Creating an entirely new program is more difficult than modifying an existing one. Common programs that a character might want to create include viruses, task-related programs for computer systems or droids, and defensive programs to protect computer systems.

Break into Secured System: Extracting guarded information from a system is the computer expert's most valued ability. Defeating security measures to gain access to restricted data or vital programs can be extremely difficult.

Particularly complex programs, complicated droids, or well-designed security systems can modify the DC of a task by +5 or more. Sometimes, you might have to beat an opposing computer programmer's Computer Use check result. Also, the quality of your equipment can add to the skill check (see Chapter 7: Equipment).

Ship Systems: On ships that require more than one operator, a character's Computer Use skill is employed to determine the success of using sensors, weapons, and shields. Opposed checks are needed to overcome sensor or communications jamming. The better the check when operating sensors, the more detailed information is discovered. Note that sensors in the *Star Wars* universe are not miraculous divination machines. At best, they provide detection and identification assistance based on what can be seen, measured, and analyzed: the number of enemy vessels, the type of enemy vessels, the basic makeup of a planetary atmosphere, any visible obstacles or dangers in the immediate vicinity, and so forth.

Computer Use is at least a full-round action. The GM may determine that some tasks require several rounds, several minutes, or even longer to accomplish.

Craft (Int)

You are trained in a craft, trade, or art such as electronics, painting, sculpture, mechanics, weaponsmithing, starshipmaking, carpentry, computer technician, droid repair, or other endeavor that actually creates a finished product.

Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Craft (electronics). Your ranks in that skill don't affect any checks you happen to make for different Craft skills, such as Craft (pottery) or Craft (sculpture), for example.

> "Don't get technical with me."
> — C-3PO

A Craft skill is specifically focused on creating something; if it is not, it is a Profession (see page 80). Most Crafts require special tools (cost 500 credits).

Check: You can practice your trade and make a decent living, earning your check result times 20 in credits per week of dedicated work. (So, a check of 22 results in earnings of 440 credits per week.) You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems.

However, the basic function of the Craft skill is to allow you to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, your check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

To determine how much time and money it takes to make an item:

1. Find the item's price in Chapter 7: Equipment, or have the GM set the price for an item not listed. Multiply the price by 10 to find the item's work-value.
2. Find the DC listed below or have the GM set one.
3. Pay one-third the item's price in raw materials.
4. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result × DC equals the work-value, then you have completed the item. (If the result × DC equals double or triple the work-value, then you've completed the task in one-half or one-third the time, and so on.) If the result × DC doesn't equal the work-value, then it represents progress you've made this week. Record the result and make a check for the next week. Each week you make more progress until your total reaches the work-value.

If you fail the check, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw-material cost again.

Progress by the Day: You can choose to make checks by the day instead of by the week (for simple and inexpensive items), in which case the work-value of the item is calculated by multiplying the item's price by 100 instead of 10.

Item Complexity	DC
Low (tool/utensil)	5
Medium (simple weapon)	10
High (weapon)	15
Extreme (lightsaber, droid, vehicle)	20
Astronomical (starship)	30+

Retry: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: Untrained laborers and assistants earn an average of 50 credits per day.

Demolitions (Int)

Trained Only

Use this skill to create, set, and disarm explosive devices.

Check: Setting a simple explosive doesn't require a check, but almost any more complicated task involving the use of explosives does.

DC	Task
10	Set explosive device
15	Disarm explosive
25	Build explosive from scratch
Opposed	Disarm scratch-built explosive

Set Explosive Device: While just about anyone can push a detonator, it takes skill to put an explosive in the optimum location for maximum blast efficiency. A failed skill check indicates that targets gain a +4 circumstance bonus on their Reflex saving throws to avoid damage.

Disarm Explosive: Disarming a manufactured explosive is a dangerous task. If the character has the explosive's schematics available, add +5 to the skill check. If the character is rushed, add +5 to the Difficulty Class. Failure usually indicates the explosive detonates immediately.

Build Explosive from Scratch: Creating a scratch-built explosive device is usually the work of terrorists. The listed DC assumes that useful materials are readily available; if not, add +5 or more to the DC. On a failed check, the device is ruined and the materials are wasted. A check that fails by 10 or more means the explosive detonates during construction, dealing 20%–50% ([1d4+1] × 10%) of its intended damage.

Disarm Scratch-Built Explosive: Disarming an explosive device built from scratch is an opposed skill check. The disarming character's skill check is opposed by the Demolitions check result made by the builder during the device's construction. If the disarming character equals or exceeds the builder's skill check, the device is disarmed. Otherwise, it detonates immediately.

Special: A character with 5 or more ranks of Computer Use gets a +2 synergy bonus on Demolitions checks made in conjunction with explosive devices using computerized elements.

A character with 5 or more ranks of Disable Device gets a +2 synergy bonus on Demolitions checks made to disarm explosives.

Diplomacy (Cha)

Use this skill to persuade the Twi'lek chamberlain to let you see his master, to negotiate peace between feuding Ewok tribes, to haggle a good price for a droid, or to convince the Rodians who captured you that they should ransom you back to your friends instead of delivering you to Jabba the Hutt. Diplomacy includes etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows

the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give the right impression, to negotiate effectively, and to influence others.

Check: You can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposite cases before a third party.

When using Diplomacy to haggle a price, each side rolls a Diplomacy check. For every five points that you beat your opponent by, you can adjust the sale price by 5% up or down (your choice) from the market value (established by this book or the Gamemaster). A GM character will almost always settle for the new price, but remember that a player's character is never required to buy or sell at a specific price, even if he or she fails the opposed Diplomacy check.

Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

A Note on Haggling: Remember that the prices for standard items listed in Chapter 7: Equipment represent the result of a reasonable negotiation. You shouldn't haggle over mundane items. You should only haggle over prices when it's significant to the mission—if you're arguing over the price of every meal, your GM can and should ask you to move on to more interesting things.

Retry: Generally, retries don't work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence GM characters are generally untrained Diplomacy checks.

If you have 5 or more ranks in Bluff or Sense Motive, you get a +2 synergy bonus on Diplomacy checks. These bonuses stack.

> "Perhaps I can find **new ways** to motivate them."
>
> — Lord Darth Vader

Disable Device (Int)

Trained Only

Use this skill to disarm a security device, defeat a mechanical lock or trap, or rig a device to fail when used. You can examine a fairly simple or fairly small mechanical or electronic device and disable it. The effort requires at least a simple tool of the appropriate sort (a pick, electronic lead, wire, file, pry bar, hydrospanner, etc.).

Check: The GM makes the Disable Device check so that you don't necessarily know whether you've succeeded. The amount of time needed to make a check and the DC for the check depends on how tricky the device is. Disabling a simple mechanical device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. You also can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices (particularly those that are electronic or computerized) have a higher DC. The GM rolls the check. If the check succeeds, you disable the device. If the check fails by up to 4, you have failed but can try again. If you fail by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Sabotage a mechanical device
Tricky	1d4 rounds	15	Sabotage an electronic device, jam a blaster
Difficult	2d4 rounds	20	Disarm or reset a mechanical trap, open a mechanical lock
Wicked	2d4 rounds	25 to 40	Disarm or reset an electronic security system

**If the character attempts to leave behind no trace of the tampering, add 5 to the DC.*

Retry: Yes, though you must be aware that you have failed in order to try again.

Special: A character with 5 or more ranks in Computer Use gains a +2 synergy bonus on Disable Device checks made to defeat electronic security systems.

Disguise (Cha)

Use this skill to change your appearance or someone else's. The effort requires at least a few props, some makeup, and 1d4×10 minutes of work. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

You can also impersonate people, either individuals or types. For example, you might make yourself seem like a local, even if you're a spacer, with little or no actual disguise.

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes your Disguise check secretly so that you're not sure how good it is.

If you don't draw any attention to yourself, however, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard checking travelers entering a spaceport), the GM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Modifier
Minor details only	+5
Disguised as different sex	–2
Disguised as different species	–2
Disguised as different age category	–2*
Disguised as specific class	–2

*Per step of difference between character's actual age category and disguised age category (young [younger than your age], adulthood, middle age, old, venerable).

If you're impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically suspicious of you, so your opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting you and each hour thereafter. If you casually meet many different people, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a droid merchant at a spaceport bazaar, the GM can make one Spot check per hour for the people the character encounters. The GM uses a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If you have 5 or more ranks of Bluff, you get a +2 synergy bonus on Disguise checks when you know that you're being observed and you try to act in character.

Entertain (Cha)

You are skilled in some type of artistic expression and know how to put on a show. Entertain is actually a number of separate skills. Possible Entertain types include ballad, chant, comedy, dance, drama, drums, epic, flute, harp, kloo horn, mime, ode, singing, storytelling, and trumpet. (The GM may authorize other types.) You could have several Entertain skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Entertain (kloo horn). Your ranks in the skill don't affect any check you happen to make for different Entertain skills, such as Entertain (dance) or Entertain (mime), for example.

Check: You can impress audiences with your talent and skill. Entertain requires time; usually several minutes to an hour or more.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: In addition to using the Entertain skill, a character could entertain people with the Tumble skill.

DC	Performance
10	Routine performance. Trying to earn credits by playing in public is essentially begging. You earn 1d6×10 credits/day.
15	Enjoyable performance. In a prosperous locale, you can earn 2d6×10 credits/day.
20	Great performance. In a prosperous locale, you can earn 3d6×10 credits/day. With time, you may be invited to join a professional troupe or band.
25	Memorable performance. In a prosperous locale, you can earn 4d6×10 credits/day. With time, you may come to the attention of wealthy patrons.
30	Extraordinary performance. In a prosperous locale, you can earn 5d6×10 credits/day. With time, you may draw attention from distant potential patrons.

Escape Artist (Dex)

Armor Check Penalty

Use this skill to slip binders or manacles, wriggle through tight spaces, or escape the grip of an angry Wookiee.

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Restraint	DC
Ropes	Opponent's Dex check at +10
Net	20
Binders	30
Manacles	35
Tight space	30
Grappler	Grappler's grapple check

Ropes: Your Escape Artist check is opposed by your opponent's Dexterity check used to tie the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a special +10 bonus on her check.

Binders and Manacles: These confine wrists or ankles, and may be secured to stationary objects.

Net: Escaping from a net is a full-round action.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in an air shaft, the GM may call for multiple checks. You can't fit through a space that your head doesn't fit through.

Grappler: You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple or out of a pinned condition (so that you're just being grappled). Doing so is an attack action, so if you escape the grapple you can move in the same round. See Grappling in Chapter 8: Combat.

Retry: You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks or even take 20 as long as you're not being actively opposed.

Forgery (Int)

Use this skill to fake an electronic document from the Grand Moff instructing an Imperial warden to release prisoners, create an authentic-looking star chart to a newly discovered planet, falsify a starship permit or transponder code, or detect forgeries that others try to pass off on you.

Check: Forgery requires materials appropriate to the document being forged (a computer or datapad, plastisheets, datacards, etc.), authorization codes (if necessary), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per screen. To forge a document such as military orders, a government decree, a business ledger, or the like, the character needs only to have seen a similar document before and gains a +8 bonus on the roll. Some documents require security or authorization codes, whether authentic ones or additional forgeries.

The GM makes your check secretly so you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the table below.

Condition	Reader's Check Modifier
Type of document unknown to reader	–2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Document is put through additional tests (computer, droid, analyzer)	+4
Reader only casually reviews the document	–2

As with Bluff, a document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document, can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Retry: Usually, no. A low roll generally means that the forger has made a mistake based on faulty knowledge, and repeated attempts would merely repeat that mistake.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

Gather Information (Cha)

Use this skill to make contacts in an area, find out local gossip, spread rumors, and collect general information.

Check: By succeeding at a skill check (DC 10) and spending an evening passing out credits and buying drinks, you can get a general feel for the major news items in a city or spaceport. This assumes that no obvious reasons exist why information would be withheld (such as if you can't speak the local language). The higher the check result, the better the information.

If you want to find out about a specific rumor ("Which way to the hidden city of Otoh Gunga?"), or a specific

person ("What can you tell me about the mysterious man who always stands next to the senator?"), obtain astrogation coordinates, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character with 5 ranks or more in Gather Information really understands the process of research and gets a +2 synergy bonus on the Computer Use skill when trying to gather news via electronic mediums.

Handle Animal (Cha)

Trained Only

Use this skill to drive a team of dewbacks pulling a wagon over rough terrain, to teach a vornskr to guard, to raise a morrt as a devoted pet, or to teach a rancor to "speak" on your command.

Check: The time required to get an effect and the DC depend on what you are trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + level
Rear a deadly animal	1 year	20 + level
Train a wild animal	2 months	20 + level
Train a deadly animal	2 months	25 + level

Handle a Domestic Animal: A character with this skill can drive beasts of burden, command a trained vornskr, tend tired tauntauns, and so forth.

"Push" a Domestic Animal: An animal handler who "pushes" a domestic animal can get more out of it than it usually gives. For example, the handler could drive draft animals for extra effort, encouraging them to pull more weight or work longer.

Teach an Animal Tasks: With this skill, you can teach a domestic animal a few tricks. You can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. You can work with up to three animals at one time, and can teach them general tasks like guarding, attacking, carrying riders, performing heavy labor, hunting and tracking, or fighting beside troops. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a bantha to be a war mount. Alternatively, you can use this aspect of Handle Animals to train an animal to perform specialized tricks, such as teaching a ronto to rear on command or come when whistled for, or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild or Deadly Animal: Rearing a wild or deadly animal involves raising a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated wild or deadly animal can be taught tricks at the same time that it's being raised or can be taught them as a domesticated animal later.

Train a Wild or Deadly Animal: The character can train a wild or deadly creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks.

An untrained character uses Charisma checks to handle and push animals.

Hide (Dex)

Armor Check Penalty

Use this skill to sink back into the shadows and proceed unseen, approach an Imperial guard post under cover of trees and brush, or tail someone through a busy spaceport without being noticed.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. At more than one-half and up to your full speed, you suffer a –5 penalty. It's practically impossible (–20 penalty) to hide while running or charging.

For example, Deel Surool has a speed of 10 meters. If he doesn't want to take a penalty on his Hide check, he can move only 5 meters as a move-equivalent action (and thus 10 meters in a round).

Your check is also modified by your size:

Size	Modifier
Fine	+16
Diminutive	+12
Tiny	+8
Small	+4
Medium-size	+0
Large	–4
Huge	–8
Gargantuan	–12
Colossal	–16

If people are observing you, even casually, you can't hide. You can run around a corner so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (as by a Bluff check), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 meter for every 3 ranks you have in Hide.) This check, however, is at –10 because you have to move fast.

Creating a Diversion to Hide: You can use the Bluff skill (page 70) to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Intimidate (Cha)

Use this skill to get a bully to back down or to make a prisoner give you the information you want. Intimidation includes verbal threats and body language.

Check: You can change others' behavior with a successful check. The DC is typically 10 plus the target's level. Any bonuses that a target may have on saving throws against fear increase the DC. Intimidate requires a full-round action.

Retry: Generally, retries don't work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on Intimidate checks.

Jump (Str)

Armor Check Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

Check: You jump a minimum distance plus an additional distance depending on the amount by which your Jump result exceeds 10. The maximum distance of any jump is a function of your height.

The distances given on the table below are for characters with speeds of 10 meters. If you have a lower speed (because of armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump*	2 m	+ 1/3 m per 1 point above 10	Height × 6
Standing jump	1 m	+ 1/3 m per 2 points above 10	Height × 2
Running high jump*	1 m	+ 1/3 m per 4 points above 10	Height × 1.5
Standing high jump	1 m	+ 1/3 m per 8 points above 10	Height
Jump back	.33 m	+ 1/3 m per 8 points above 10	Height

**You must move 6 meters before jumping. A character can't take a running jump in heavy armor.*

For example, Rorworr the Wookiee has a Jump skill modifier of +3 (no ranks, +3 Strength bonus) and a base speed of 10 meters. He attempts a running jump across a 4-meter-wide chasm, and his player rolls a 13 for a result of 16. That's 6 over 10, so he clears 2 meters more than the minimum distance, or 4 meters. Rorworr just makes it.

Distance moved by jumping is counted against maximum movement in a round normally.

If you intentionally jump down from a height, you might take less damage than if you just fall. If you succeed at a Jump check (DC 15), you take damage as if you had fallen 4 meters less than you actually did.

Special: If you have 5 or more ranks in Tumble, you get a +2 synergy bonus on Jump checks.

A character who has the Run feat and makes a running jump increases the distance or height he clears by one-third, but not past the maximum.

Knowledge (Int)

Trained Only

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are typical fields of study. With your GM's approval, you can invent new areas of knowledge.

- Alien species (customs, societies, attributes of species other than your own)
- Architecture and engineering (buildings, fortifications)
- Bureaucracy (familiarity with bureaucratic procedures and cutting through red tape)
- Business (working knowledge of business procedures, profit and loss, supply and demand)
- Cultures (familiarity with the etiquette and protocols of a particular cultural form)
- Galactic history (important leaders, wars, colonization of planets, migrations, founding of cities)
- Galactic politics (who's in power, who's out of favor, where the government's power is strongest, and so forth)
- Jedi lore (traditions and powers of the Jedi)
- Life sciences (biology, botany, genetics, zoology)
- Nobility and royalty (lineages, heraldry, customs, family trees, mottoes, personalities, laws)
- Physical sciences (astronomy, chemistry, physics)
- Scholar (academic training in a topic such as archeology, hyperspace theories, military tactics, etc.)
- Spacer lore (traditions, legends, and famous personalities of pilots and explorers)
- Streetwise (familiarity with criminal elements of a specific planet or organization)
- System (flora, fauna, colonies, laws, and history of a specific star system)

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). A Knowledge check can be a reaction, but otherwise requires a full-round action.

Retry: No. The roll represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

Listen (Wis)

Use this skill to hear approaching enemies, detect someone sneaking up on you from behind, or eavesdrop on someone else's conversation.

> "That's the sound of a thousand terrible things heading this way..."
>
> — Obi-Wan Kenobi

Check: Make a Listen check against a DC that reflects how quiet the noise is that you might hear or against an opposed Move Silently check.

The GM may make the Listen check so that you don't know whether not hearing anything means that nothing is there or that you rolled low.

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level scoundrel using Move Silently within 3 meters of the listener
25	A katarn stalking prey
30	A velker swooping in for a kill
+1	Per 4 meters from the listener
+5	Through a door
+15	Through a wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

A Listen check is either a reaction or a full-round action if you actively attempt to hear something.

Retry: You can make a Listen check every time you have the opportunity to hear something in a reactive manner. As a full-round action, you may attempt to hear something that you failed to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character with the Alertness feat gets a +2 synergy bonus on Listen checks.

> "Fly casual."
> — Han Solo

Move Silently (Dex)

Armor Check Penalty

You can use this skill to sneak up behind an enemy or slink away without being noticed.

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. At more than one-half and up to your full speed, you suffer a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Pilot (Dex)

Use this skill to operate a vehicle, whether it performs in land, sea, air, or space.

Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances or when the pilot wants to attempt something outside the normal parameters of the vehicle.

As a rule of thumb, easy vehicle maneuvers—including low-speed turns or rolls—have a DC of 5. An average maneuver, which might include a half-loop or long roll, has a DC of 10, while a tough maneuver, such as a tight turn or loop and turn, has a DC of 15. A challenging maneuver (such as a bootlegger turn or hard bank) has a DC of 20. Truly formidable or heroic maneuvers (for instance, jumping an obstacle or sliding past an obstacle at high speed) have a DC of 25 or higher.

Each vehicle's description includes a maneuver modifier that applies to all Pilot checks made when operating the vehicle. (For starships, this derives directly from the size of the ship.)

For descriptions of vehicle and starship maneuvers and combat, see Chapter 10: Vehicles and Chapter 11: Starships.

Special: Any Pilot check made to operate a starship suffers a –4 penalty unless you have the appropriate Starship Operation feat.

Profession (Wis)

Trained Only

You are trained in a livelihood or a professional role, such as bartender, cook, moisture farmer, herbalist, spacehand, trader, doctor, slicer, engineer, mechanic, lawyer, law officer, computer programmer, droid programmer, and so forth.

Like Craft and Entertain, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. For instance, you could have the skill Profession (cook). Your ranks in that skill don't affect any checks you happen to make for Profession (bartender) or Profession (moisture farmer), for example.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a real-world analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: You can practice your trade and make a decent living, earning your check result times 50 in credits per week of dedicated work (this is under normal conditions and in a location where the work is needed). So, a check result of 22 would earn 1,100 credits. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a spacehand knows how to perform basic starship maintenance and the basic tasks of spacefaring. The GM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income can't be retried. You're stuck with whatever weekly wage your check result brought you. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of 100 credits per day.

Read/Write Language (None)

Trained Only

The Read/Write Language skill doesn't work like a standard skill.

- You start at 1st level knowing how to read and write in your primary language. (See Chapter 2: Species.)
- Instead of buying a rank in Read/Write Language, you choose a new language that you can read and write.
- You don't make Read/Write Language checks. You either know how to read and write in a specific language or you don't.
- To be able to speak a language that you can read and write, you must take the Speak Language skill for the appropriate language.

Some languages, such as the head-tail language of the Twi'leks, don't have written forms. You can't take the Read/Write Language skill for an unwritten language.

Repair (Int)

Trained Only

You can repair damaged machinery or electronic devices.

Check: Most Repair checks are made to fix complex electronic or computerized devices, such as vehicles, droids, or computer systems. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or more and can require an hour or more to complete.

If you don't have the proper tools for a Repair check, you suffer a –5 penalty. Also, working with alien or unfamiliar technology increases the DC by +5.

You can choose to attempt temporary or jury-rigged repairs. This reduces the DC by 5 and cuts the required time in half, but each time the equipment is used there is a 10% cumulative chance it will break again.

Retry: There are no restrictions against repeated Repair checks. In some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: If you have 5 or more ranks in an appropriate Craft or Profession skill, you gain a +2 synergy bonus on Repair checks. If you have 5 or more ranks in Computer Use, you gain a +2 synergy bonus on Repair checks made to fix computerized devices.

Ride (Dex)

You can ride a particular type of mount (dewback, tauntaun, kaadu, bantha, and so forth). When you select this skill, choose the type of mount you are familiar with. If you use the skill with a different mount (such as riding a kaadu when you're used to riding tauntauns), your rank is reduced by 2 (but not below 0). If you use this skill with a very different mount (such as riding a ronto when you're used to riding tauntauns), your rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting is a move action. Some tasks require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Cover	15
Soft fall	15
Leap	15
Control mount in battle	20
Fast mount or dismount	20*

**Armor check penalty applies.*

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in

combat or perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Cover: You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall: You react instantly when you fall off a mount, such as when it is killed or when it falls, and can try to avoid taking damage. If you fail, you take 1d6 points of falling damage (see Falling Damage in Chapter 8: Combat).

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump (using the Jump skill, page 78). The DC (15) is what you need to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move action, you can attempt to control a light mount while in combat. If you fail, you can do nothing else that round. You do not need to roll for war-mounts (riding animals specifically trained for battle).

Fast Mount or Dismount: You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round.)

Special: If you are riding bareback, you suffer a –5 penalty on Ride checks.

If you have 5 or more ranks in Handle Animal, you get a +2 synergy bonus on Ride checks.

Search (Int)

You can scour an area for lost items, find hidden compartments, locate traps, and discern other details not readily apparent. The Spot skill lets you notice something, such as a hiding scoundrel. The Search skill lets a character discern some small detail or irregularity through active effort.

Check: You generally must be within 4 meters of the object or surface to be searched. It takes 1 round to search a 2-meter-by-2-meter area or a volume of goods 2 meters on a side; doing so is a full-round action.

DC	Task
10	Ransack an area to find a certain item
20	Notice a typical secret compartment, a simple trap, or an obscure clue
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue

Sense Motive (Wis)

Use this skill to tell when someone is bluffing you. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Check: A successful check allows you to avoid being bluffed (see the Bluff skill, page 70). You can also use the skill to tell when something odd is going on that you were unaware of or assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

In addition, you can use this skill to make a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy. The DC for such a hunch is 20.

Retry: No, though you may make a Sense Motive check for each bluff made on you.

Sleight of Hand (Dex)

Trained Only; Armor Check Penalty

You can cut or lift a purse and hide it on your person, palm an unattended object, or perform some feat of legerdemain with an object no larger than a hat or loaf of bread.

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed.

When you try to take something from another person, your opponent makes a Spot check to detect the attempt. To retrieve the item, you must roll a 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if her check result beats your check result, regardless of whether or not you got the item.

Retry: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If you have 5 or more ranks in Bluff, you get a +2 synergy bonus on Sleight of Hand checks.

Speak Language (None)

Trained Only

The Speak Language skill doesn't work like a standard skill.

- You start at 1st level knowing how to speak one or two languages (according to your species) plus an additional number of languages equal to your Intelligence bonus. (See Chapter 2: Species.)
- Instead of buying a rank in Speak Language, you choose a new language that you can speak.
- You don't make Speak Language checks. You either know how to speak a specific language or you don't.
- To be able to read and write in a language that you can speak, you must take the Read/Write Language skill for the appropriate language.

Basic, the common language of the galaxy, is spoken (or at least understood) by most civilized species in the galaxy. Even species such as Wookiees (who physically can't pronounce words in Basic) learn to understand it in order to get along with other species. Some species, such as Gungans, speak a dialect of Basic.

In addition to Basic, most species have their own language as well. Rodian, Sullustan, Huttese, Calamarian, Quarren, Ithorian, and many other languages are often overheard, particularly in crowded cities of Rim worlds.

Some languages are unique to a species and generally can't be spoken by those of other species. The language of Wookiees, for instance, though they can be understood readily by Humans who take the time to learn them, defy the ability of the Human vocal apparatus to reproduce.

The head-tail language of the Twi'leks is an example of a nonverbal or body language. Even if a non-Twi'lek learns to understand the language, without the unique Twi'lek head-tail protrusions, such a "speaker" would find it next to impossible to communicate using that language.

Retry: Not applicable. (There are no Speak Language checks to fail.)

Spot (Wis)

Use this skill to notice opponents waiting in ambush, to see a scoundrel lurking in the shadows, or to discern a wampa hiding in a snow bank.

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, Spot is opposed by the Hide check of the character trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

Spot is also used to detect someone in disguise (see the Disguise skill, page 74).

Spot is either a reaction or a full-round action if you actively take the time to try to notice something.

Condition	Penalty
Per 4 meters of distance	–1
Spotter distracted	–5

Retry: You can make a Spot check every time you have the opportunity to notice something in a reactive manner. As a full-round action, you may attempt to spot something that you failed to spot previously.

Special: A character with the Alertness feat gets a +2 synergy bonus on Spot checks.

Survival (Wis)

Use this skill to hunt wild game, guide a party safely through frozen wastelands, identify signs that wampas live nearby, or avoid quicksand and other natural hazards.

Check: You can keep yourself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain +4 if stationary. You may grant the same bonus to one other hero for every 1 point by which the check result exceeds 15.
15	Avoid getting lost and avoid natural hazards, such as quicksand.

Swim (Str)

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Check: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and start to drown (see Drowning in Chapter 12: Gamemastering *Star Wars*).

If you are underwater (whether drowning or swimming underwater intentionally), you suffer a cumulative –1 penalty to your Swim check for each consecutive round you've been underwater.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that you swim, make a Swim check against DC 20 or suffer 1d6 points of vitality damage from fatigue.

Retry: A new check is allowed the round after a check is failed.

Special: Instead of an armor check penalty, you suffer a penalty of –1 for each 2 kilograms of gear you carry.

Treat Injury (Wis)

Use this skill to keep a badly wounded friend from dying, to help others recover faster from wounds, to keep your friend from succumbing to poisons, or to treat disease.

Check: The DC and effect depend on the task you attempt:

Task	DC
First aid	15
Long-term care	15
Treat poison	Poison's DC
Treat disease	Disease's DC
Use medpac	See below
Use bacta tank	15

First Aid: First aid means stabilizing a dying character. If a character has no wound points left, you can make her stable. The character remains at 0 wound points. The check is a full-round action (see Injury and Death in Chapter 8: Combat). Using a medpac (see below) also stabilizes a dying hero.

Long-term Care: Providing long-term care means treating an injured character for a day or more. If successful, you let the patient recover vitality or wound points (or ability points lost to temporary damage) at twice the normal rate. (That is, 2 vitality points per character level per hour and 2 wound points per day, instead of the normal 1 vitality point per character level per hour and 1 wound point per day.) You can tend up to six patients at a time. You need medical supplies that are easy to come by in civilized regions of space.

You cannot give long-term care to yourself.

Treat Poison: To treat poison means to tend a single character who has been poisoned and is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Treat Injury check. The poisoned character uses your result in place of her saving throw if your Treat Injury result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, you make a Treat Injury check. The diseased character uses your result in place of her saving throw if your Treat Injury result is higher.

Use Medpac: A medpac is a simple medical device that is applied to a wounded character and activated. A medpac restores 1 wound point to any stable character, or to a character with 1 or more wound points remaining. The effects can be increased using the Treat Injury skill. (This application of the skill can't be used untrained; you must have at least 1 rank to increase the effects of a medpac.)

Result	Additional Wounds Restored
5–9	1
10–14	2
15–19	3
20–24	4
25+	5

Using a medpac also stabilizes a dying character (0 wound points), but this application doesn't restore any wound points. See Injury and Death in Chapter 8: Combat.

Use Bacta Tank: A specialized medical tank filled with the miraculous liquid, bacta, promotes rapid healing and acts as a powerful disinfectant. When a character has been reduced to 0 wound points and is dying (or has been stabilized), bacta tank treatment is the best way to restore wound points to such a grievously injured being. With a successful Treat Injury check and a bacta tank, a character recovers vitality points at a rate of 3 per level per hour, and wounds at a rate of 1 per hour. So, over the course of a 12-hour bacta tank treatment, a character recovers up to 36 vitality points and 12 wound points.

Special: If you have 5 or more ranks in Profession (doctor), you get a +2 synergy bonus on Treat Injury checks.

Tumble (Dex)

Trained Only; Armor Check Penalty

You can dive, roll, somersault, flip, and so on. You can't use this skill if your speed has been reduced by armor or excess equipment (see Lifting, Carrying, and Dragging in Chapter 12: Gamemastering *Star Wars*).

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as with the Entertain skill).

DC	Task
15	Treat a fall as if it were 4 meters shorter when determining damage.
15	Tumble up to 6 meters (as part of normal movement) past opponents as if they were not there. Failure means you stop immediately upon moving adjacent to the opponent.
25	Tumble up to 6 meters (as part of normal movement), moving through areas occupied by opponents (over, under, or around them as if they weren't there). Failure means you stop just before moving into the nearest opponent's square.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction once per fall. You can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge Defense bonus when executing the fight defensively standard or full-round action instead of a +2 dodge Defense bonus (see Fighting Defensively in Chapter 8: Combat).

A character with 5 or more ranks in Tumble gains a +6 dodge Defense bonus when executing the total defense standard action instead of a +4 dodge Defense bonus (see Total Defense in Chapter 8: Combat). Any

untrained check involving maintaining balance (such as on a narrow ledge) that doesn't require special moves is simply a Dexterity check.

Force-Based Skills

Force-based skills are different from the rest of the skills available to characters in the *Star Wars Roleplaying Game*. A character may not take any ranks in these skills unless he has the proper prerequisite feat or feats. Even with the prerequisite feats, characters treat them as cross-class skills until they reach the appropriate Force-user level (as a Force adept, Jedi consular, or Jedi guardian), as noted in Table 4–3: Force-Based Skills.

Many Force skills have a variety of applications. In some cases, an attempt to use a Force skill is "all or nothing." That is, a single DC is set and if the skill check fails, no effect occurs. Other uses may have varying DCs that list the effects achieved depending on the check result. See the specific skill descriptions for more details.

Unless otherwise stated, a Force-using character must be within 10 meters of a target and have the target in line of sight to use a Force-based skill upon it. Also, a Force-based skill's effect is immediate unless the description states otherwise.

Note that most Force-based skills have a vitality point cost associated with using them. This means that a character attempting a Force skill check must pay (temporarily lose) a certain number of vitality points as he or she makes the check. In most cases, the cost is paid regardless of whether the skill check succeeds. If the character doesn't have enough vitality points, she can't draw on the Force until the vitality is restored (but see the Prolong Force feat in Chapter 5: Feats).

Unless otherwise listed in the individual descriptions, using a Force skill is a full-round action.

Affect Mind (Cha)

Trained Only; Requires the Force-Sensitive and Alter feats
You can use the Force to alter a target's perceptions or make a telepathic suggestion into another character's mind.

Check: The result of an Affect Mind check sets the DC for the target's Will save.

Result	Will Saving Throw DC
Up to 5	10
6–15	15
16–25	20
26–35	25
36+	30

If the target's saving throw fails, you can do one of the following things:

Alter Perceptions: This creates a simple false stimulus, such as a sound or image, detected by a single person and lasting no more than a single round. It is generally used to distract an opponent, which can also have the effect of a feint (see Bluff, page 70). Note that the targets receive a +2 circumstance bonus on their saving throws for every additional person beyond the first that you want to detect the false stimulus.

Suggestion: This is the classic "Jedi mind trick," allowing you to make an otherwise unpalatable suggestion seem completely acceptable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did was unreasonable.

The range for Affect Mind is 10 meters.

Vitality Point Cost: 2 (Alter Perceptions); 4 (Suggestion)

Battlemind (Con)

Trained Only; Requires the Force-Sensitive and Control feats
You can increase your prowess in combat, using the Force to enhance your concentration and commitment in battle.

Check: A Battlemind check (DC 15) grants a Force bonus on attack rolls equal to 1/2 your Force-user level (round down to a minimum of +1) for 10 rounds (1 minute). Activating Battlemind is a free action.

Vitality Point Cost: 2 plus 1/2 your Force-user level

> "Leia. Hear me!"
> — Luke Skywalker

Empathy (Wis)

Requires the Force-Sensitive feat
You can reach into the Force to read a target's surface emotions, getting a sense of the target's general state of mind.

Check: An Empathy check allows you to sense a target's general mood, attitude, and emotional state. This grants a +4 Force bonus on any checks made against the target within the next 10 rounds (1 minute) using the following skills: Bluff, Diplomacy, Handle Animal, Intimidate, Entertain, and Sense Motive.

Your Empathy check sets the DC for the target's Will saving throw. If the save succeeds, there is no effect. In either case, the target doesn't know his emotions are being read.

Result	Will Saving Throw DC
Up to 5	10
6–15	15
16–25	20
26–35	25
36+	30

Retry: If the save is successful, you can't use Empathy on this target again until 24 hours have passed.

Vitality Point Cost: 1

Enhance Ability (Con)

Trained Only; Requires the Force-Sensitive feat

You can call on the Force to enhance your Strength or Dexterity for a short period of time.

Check: An Enhance Ability check requires an attack action and adds a Force bonus to either your Strength or Dexterity for 10 rounds (1 minute). The result of the skill check indicates the bonus.

Result	Bonus
15–19	+2
20–24	+4
25–29	+6
30+	+8

Vitality Point Cost: 2

Enhance Senses (Wis)

Trained Only; Requires the Force-Sensitive and Sense feats

You can use the Force to enhance your normal sensory capabilities.

Check: An Enhance Senses check adds a Force bonus to any Listen, Search, Sense Motive, or Spot checks. It also adds to Survival checks made to find or follow tracks. The bonus lasts for 10 minutes. The result of the Enhance Senses check indicates the bonus.

Result	Bonus
10–14	+2
15–19	+4
20–24	+6
25–29	+8
30+	+10

Vitality Point Cost: 2

Farseeing (Wis)

Trained Only; Requires the Force-Sensitive and Sense feats

You can use the Force to gain vague impressions of events happening in other places or times. These are impressions only and usually focus on strong imagery and emotions. The past and present can't change, so viewing such events relies on your getting the correct perceptions. The future is fluid, however, always in motion, and therefore subject to change. With the Farseeing skill, you can detect when your friends are in danger, examine significant details of a past event, or determine the probable outcome of a stated course of action.

Check: The DC of the Farseeing check is based on what you seek to view. Seeing another place is DC 20, seeing events of the past is DC 25, and seeing events of a possible future is DC 30. Since the future is mutable, the accuracy of such visions can be far from perfect. The higher the result, the more details you glean.

Retry: You can't make more than one Farseeing check in a single hour.

Vitality Point Cost: 5 (person or place, present), 10 (past), 15 (future)

Fear (Wis)

Dark Side; Requires the Force-Sensitive and Sense feats

Fear is the path to the dark side of the Force. You can use the Force to learn what frightens others and use that against them, making them more susceptible to the lure of the dark side.

Check: A Fear check provides a Force penalty to a target's skill checks and attack rolls. The penalty lasts for 10 rounds. The result of the Fear check indicates the target's penalty. The target can negate the penalty by accepting a Dark Side Point.

Result	Penalty
10–14	–2
15–19	–4
20–24	–6
25–29	–8
30+	–10

Using this skill counts as an attack action. The Force-user receives a Dark Side Point for using this skill. Note that multiple uses of this skill are not cumulative in their effect.

Vitality Point Cost: 2

> "I know where Luke is."
>
> — Princess Leia Organa

Force Defense (Con)

Requires the Force-Sensitive and Control feats

You can use the Force to improve your resistance to Force-based attacks.

Check: A Force Defense check adds a Force bonus to any saving throw made against a Force-based attack (including skills and feats) for 10 rounds (1 minute). The result of the check indicates the amount of the bonus.

Result	Bonus
10–14	+2
15–19	+4
20–24	+6
25–29	+8
30+	+10

Vitality Point Cost: 2

Force Grip (Int)

Dark Side; Requires the Force-Sensitive and Alter feats

You can use the Force to injure an opponent by telekinetically gripping an organ or crushing the larynx.

Check: A Force Grip check sets the damage inflicted by the attack as well as the DC for the target's Will saving throw. On a successful save, the damage is applied to the target's vitality points; on a failed save, the damage is applied to the target's wound points.

Result	Damage	DC
up to 15	1d6	10
16–25	2d6	15
26+	3d6	20

As long as you can see your target, you can use this Force skill. Distance doesn't matter.

Force Grip is an attack action. Using this ability gives you a Dark Side Point.

Vitality Point Cost: 6

> "Hard to see, the dark side is."
>
> — JEDI MASTER YODA

Force Push (Int)

Trained Only; Requires the Force-Sensitive and Alter feats

You can knock down one or more opponents using the Force.

Check: A Force Push check sets the damage dealt by the attack as well as the DC for the target's Reflex saving throw. Each target receives a +4 bonus for every size category it is larger than Medium-size, or a –4 penalty for every size category smaller. A target also receives a +4 bonus on its save if its has more than two legs or is otherwise more stable than a normal humanoid.

On a failed save, the target is knocked back 2 meters, falls to the ground, and suffers full listed damage. On a successful save, the damage is halved; the target remains standing and stays in place.

Result	Damage	DC
up to 15	1d4	10
16–25	2d4	15
26+	3d4	20

Force Push is an attack action. It can affect up to 4 targets up to 10 meters away from the Force-user, all of whom must be standing adjacent to one another.

Vitality Point Cost: 4

Force Stealth (Con)

Requires the Force-Sensitive and Control feats

With this skill, your character can use the Force to avoid both physical and Force-based detection.

Check: A successful Force Stealth check grants your character a Force bonus on any checks that involve escaping detection, such as Hide checks, Move Silently checks, or Will saves against an opponent's See Force or Telepathy checks. The higher the check result, the higher the bonus, as shown below.

Result	Bonus
10–14	+2
15–19	+4
20–24	+6
25–29	+8
30+	+10

Failure provides no benefit, and the character cannot try again until 10 minutes have passed.

The bonus lasts for 10 minutes. At the end of that time, the character may extend the effect at a cost of 1 vitality point per 10 minutes of use. Maintaining an existing bonus does not require a new check, but does require the expenditure of vitality.

Vitality Point Cost: 1 per 10 minutes

Friendship (Cha)

Trained Only; Requires the Force-Sensitive feat

You can use the Force to calm a hostile person or animal.

Check: A Friendship check works like Diplomacy to alter a target's attitude, except that you don't need to be able to communicate with the target. Instead of using words, you employ calming emotions through the use of the Force. A Friendship check is opposed by the target's Wisdom check. The target remains calm until a situation occurs that alters that state.

Retry: If the check fails, you can't use Friendship on this target again until 24 hours have passed.

Vitality Point Cost: 1

Heal Another (Wis)

Light Side; Requires the Force-Sensitive and Alter feats

You can use the Force to heal damage suffered by another person.

Check: This skill can restore vitality, wound, or ability score points lost by someone other than yourself. The result of the Heal Another check indicates the damage that is healed.

For vitality points and wound points, check the table. You can only restore ability score points lost to temporary effects such as poison or disease; permanent effects such as aging can't be reversed with this skill.

Result	Amount Healed	Vitality Point Cost
10–14	Stabilize a seriously wounded character	1
15–19	Restore 1d4+1 vitality points	1
20–24	Restore 1d6+2 vitality points **or** 1d4+1 wounds/ability	2
25–29	Restore 1d8+4 vitality points **or** 1d6+2 wounds/ability	4
30+	Restore 2d6+6 vitality points **or** 1d8+4 wounds/ability	6

You must touch the target that you want to heal. Your target can't go above her maximum vitality or wound point total or her normal ability score, regardless of the number of points restored. Any excess points restored are lost.

Heal Another can restore wounds to those reduced to 0, but only to 1 wound point (for the initial treatment).

With a high enough result, you can stabilize and restore vitality or wounds. Add the cost of both results to determine the total vitality cost.

Retry: You can't attempt to heal vitality damage to the same person a second time until 1 hour has passed. You can't attempt to heal wound damage or ability score damage to the same person a second time until 24 hours have passed.

Vitality Point Cost: At least 1 (for a failure or minimal success), but see above

> "A Jedi uses the Force for knowledge and defense, never for attack."
>
> — Jedi Master Yoda

Heal Self (Con)

Requires the Force-Sensitive and Control feats

You can use the Force to heal damage you have suffered.

Check: This skill can restore vitality, wound, or ability score points you have lost. The result of the Heal Self check indicates the damage that is healed.

For vitality points and wound points, check the table. You can only restore ability score points lost to temporary effects such as poison or disease; permanent effects such as aging can't be reversed with this skill.

Result	Amount Healed	Vitality Point Cost
10–14	Restore 1d4+1 vitality points	0
15–19	Restore 1d6+2 vitality points **or** 1d4+1 wounds/ability	0/1
20–24	Restore 1d8+4 vitality points **or** 1d6+2 wounds/ability	0/2
25+	Restore 2d6+6 vitality points **or** 1d8+4 wounds/ability	0/4

You can't go above your maximum vitality or wound point total or your normal ability score, regardless of the number of points restored. Any excess points restored are lost.

Retry: You may only attempt a Heal Self check once per hour (for vitality points) or once per day (for wound or ability score points).

Vitality Point Cost: 1 for a failed result, 0 for vitality points, and see above for wounds and ability scores

Move Object (Int)

Requires the Force-Sensitive and Alter feats

You can move objects using the Force.

Check: A Move Object check allows you to pick up and move an object from a distance. You must be able to see the object to be moved, and it must be within 10 meters of your position.

Lifting and moving an object of up to 5 kilograms is a simple task, requiring a check against DC 10 and costing 1 vitality point. For each additional order of magnitude (50 kg, 500 kg, etc.) of the object, the DC increases by 5 and the vitality point cost doubles.

Weight	Vitality Cost
up to 5 kg	1
5–50 kg	2
50–500 kg	4
500–5,000 kg	8
5,000–50,000 kg	16
etc.	etc.

You can move the object within 10 meters of your position in a round. If two characters are contesting control of an object, use opposed Move Object checks, with the higher result gaining control for that round. If the target object is physically held by a resisting individual, the Move Object check is opposed by the individual's Strength check.

To use the Force to strike a target with an object, the Move Object check result (plus the Force-user's Dexterity bonus) must equal or exceed the target's Defense. (If the Move Object check is not high enough to move the object, the attack fails regardless of the target's Defense.) A character struck by a moving object suffers damage based on the object's weight. A 5-kg object inflicts 1d6 damage, and each additional order of magnitude (50 kg, 500 kg, etc.) doubles the damage dice (to 2d6, 4d6, and so on).

Example: Moving a rock weighing 25 kg requires a check against DC 15. If the character wished to strike a specific target (with a Defense 16) with the object, he would need to roll a 16 or better on his Move Object check to successfully hit the target.

You can use this skill as both an attack and move action; you can move an object and attack with it, or you can move the object twice in a round.

Moving multiple objects simultaneously is possible, but more difficult (and requires a full-round action rather than a move or attack action). The base DC and vitality cost is set by the heaviest object in the group, and each additional object (regardless of its size) adds +2 to the DC and 2 to the vitality point cost. A target can't be struck by multiple objects as part of the same action.

You can also telekinetically lift and move yourself with this skill, though the DC increases by 10. Thus, for characters between 51 and 500 kg, the check is made against DC 30.

Vitality Point Cost: 1 or more (see above)

> "You don't need to see his identification."
>
> — Obi-Wan Kenobi

How Much Does It Weigh?

A comprehensive weight listing for everything in the *Star Wars* universe would be beyond even Yoda's abilities. For most applications of Move Object, it's fairly intuitive what the weight—and therefore the DC and vitality point cost—of a given object will be. The ranges given are fairly broad, after all.

But for those of you who can only guess at what 5,000 kg actually looks like, we offer the following guidelines:

Weight	Examples
up to 5 kg	*Tiny objects:* Most weapons, portable appliances, handheld objects, and smaller components of large machines
5–50 kg	*Small objects:* Heavy weapons, objects requiring two hands to carry, Small beings, Tiny droids
51–500 kg	*Large objects:* Shipboard weapons, objects requiring repulsorlift-assists to hand-carry, Large and Medium-size beings, Small droids
501–5,000 kg	*Huge-size objects:* Landspeeders, heavy freight, Huge beings, Large and Medium-size droids
5,001–50,000 kg	*Gargantuan-size objects:* Tiny and Small starships (e.g., Naboo Starfighter, TIE Fighter), Gargantuan beings, Huge droids
50,001–500,000 kg	*Colossal objects:* Medium-size starships (e.g., the *Millennium Falcon*, the *Outrider*), Colossal beings, Gargantuan droids
500,001–5,000,000 kg	Small capital ships (e.g., the Rebel Blockade Runner *Tantive IV*), Colossal droids
5,000,001 kg and up	Capital ships (e.g., Trade Federation Battleship, Mon Calamari star cruiser, the *Executor*)

See Force (Wis)

Requires the Force-Sensitive and Sense feats

You can detect the presence of the Force in a person or area, or detect nearby living creatures.

Check: A See Force check allows a variety of effects.

Task	DC
Identify Force-User	10
Detect Force	20
Detect Life	10 or 20

Identify Force-User: You can identify whether a specific target (which must be within 100 meters) is a Force-user. (In game terms, if the target has the Force-Sensitive feat and how many levels, if any, the target has in a Force-Using class.) If the target is using the Force Stealth skill to hide his presence, the See Force check must also exceed the Force Stealth check result. You don't have to be able to see your target, but you must know he's there. (For instance, you could use this on an enemy pilot, even if you couldn't see him, as long as he was within range.)

Detect Force: You can detect the presence (and relative strength) of the Force in an object or area within 10 meters of your position. Particularly strong emanations of the Force can reduce the DC of this check.

Detect Life: You can detect all living sentient creatures within 10 meters. Force-Sensitive creatures are detected more easily (DC 10) than those without the Force-Sensitive feat (DC 20). If the target is using the Force Stealth skill to hide his presence, the See Force check must also exceed the Force Stealth check result.

Retry: You can't use this ability on the same target more than once per hour.

Vitality Point Cost: 1

Telepathy (Wis)

Trained Only; Requires the Force-Sensitive and Sense feats

You can use the Force to establish a mental link with a specific target. Through the link, you can exchange emotions and a single thought, such as "Go!", "Help!", or "Danger!"

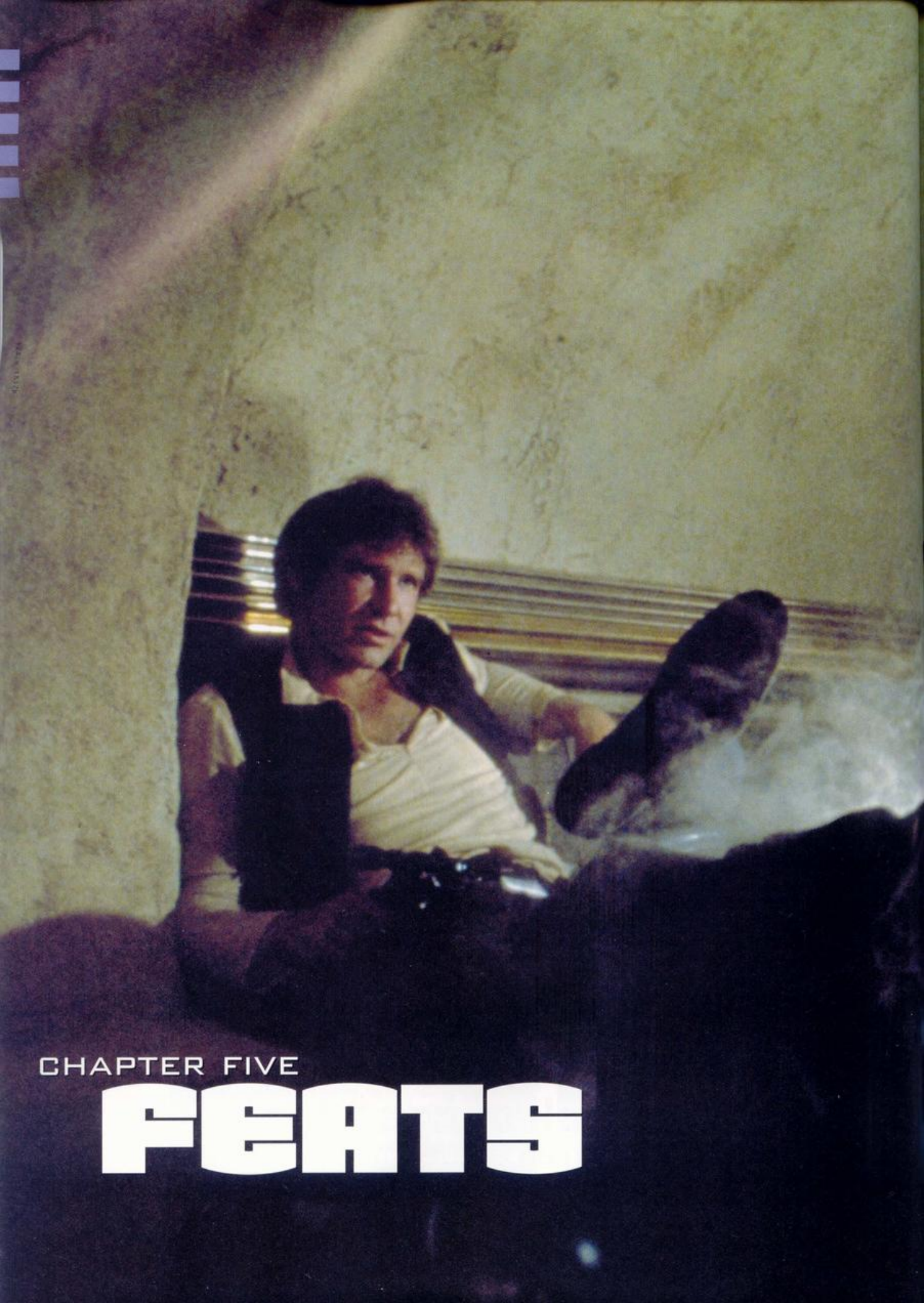
Check: A Telepathy check establishes a mental link with a specific target. For a friendly target, the check is against DC 10. For hostile targets, the check must exceed the target's Will saving throw or DC 15, whichever is higher. The maximum range for this skill is 1,000 meters, but the target's distance modifies the DC.

Distance	DC Modifier
10 m	+0
100 m	+10
1,000 m	+20

Vitality Point Cost: 3

"You weak-minded fool! He's using an old Jedi mind trick."

— JABBA THE HUTT



CHAPTER FIVE

FEATS

A feat is a special feature that either gives your character a new capability or improves one he or she already has. For example, Kelko (a Rodian fringer) chooses to start with the Improved Initiative feat at 1st level. That feat adds a +4 bonus on his initiative check results. At 3rd level (see Table 3–1: Experience and Level-Dependent Benefits, page 38), he gains a new feat and chooses Dodge. This feat allows Kelko to avoid the attacks of an opponent he selects, improving his Defense against that opponent.

Unlike a skill, a feat has no ranks. A character either has the feat or doesn't have it.

Acquiring Feats

Unlike skills, feats are not bought with points. You simply choose them for your character. Each character gets one feat when the character is created. At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), he or she gains another feat (see Table 3–1: Experience and Level-Dependent Benefits, page 38). For multiclass characters, the feats are gained according to total character level, regardless of individual class levels.

Additionally, many classes get extra class-related feats chosen from special lists (see the class descriptions in Chapter 3: Classes). Humans also get a bonus feat at 1st level, chosen by the player from any feat for which his or her character qualifies.

Prerequisites

Some feats have prerequisites. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

You can't use a feat if you've lost a prerequisite. For example, if your Strength drops below 13 because you are fatigued, you can't use the Power Attack feat until your Strength returns to 13 or higher.

Types of Feats

Most feats are general, meaning that no special rules govern them. Force-based feats, on the other hand, give characters access to Force-based skills or allow them to access the Force to accomplish amazing actions. The Force-based feats are described after the general feats, starting on page 99.

Feat Descriptions

Here is the format for feat descriptions:

Feat Name

Description of what the feat does or represents in plain language, with no game mechanics.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables you (the character) to do.

Normal: What a character who does not have this feat is

Table 5-1: Feats

Feat	*Prerequisite*
Acrobatic	—
Alertness	—
Ambidexterity	Dex 15+
Animal Affinity	—
Armor Proficiency (light)	—
Armor Proficiency (medium)	Armor Proficiency (light)
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)
Armor Proficiency (powered)	Armor Proficiency (light), Armor Proficiency (medium)
Athletic	—
Blind-Fight	—
Cautious	—
Dodge	Dex 13+
Mobility	Dex 13+, Dodge
Spring Attack	Dex 13+, Dodge, Mobility, base attack +4 or higher
Whirlwind Attack	Dex 13+, Dodge, Mobility, Spring Attack, base attack +4 or higher, Int 13+, Expertise
Endurance	—
Exotic Weapon Proficiency*	Base attack +1 or higher
Expertise	Int 13+
Fame	—
Force-Sensitive	—
Frightful Presence	Cha 15+, Intimidate 9+
Gearhead	—
Great Fortitude	—
Heroic Surge	—
Improved Initiative	—
Infamy	—
Iron Will	—
Lightning Reflexes	—
Low Profile	—
Martial Artist	—
Mimic	—
Nimble	—
Persuasive	—
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13+, Point Blank Shot
Multishot	Dex 13+, Point Blank Shot, Rapid Shot
Shot on the Run	Dex 13+, Point Blank Shot, Dodge, Mobility
Power Attack	Str 13+
Cleave	Str 13+, Power Attack
Great Cleave	Str 13+, Power Attack, Cleave, base attack +4 or higher
Quick Draw	Base attack +1 or higher
Quickness**	—
Run	—
Skill Emphasis*	—
Sharp-Eyed	—
Spacer	—
Starship Dodge	Dex 13+, Pilot 6+, Starship Operation (matching class)
Starship Operation*	Pilot 2+
Stealthy	—
Toughness**	—
Track	—
Trustworthy	—
Two-Weapon Fighting	—
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, base attack +9 or higher
Weapon Finesse*	Proficient with weapon, base attack +1 or higher
Weapon Focus*	Proficient with weapon, base attack +1 or higher
Weapon Group Proficiency*	—
Zero-G Combat	Dex 13+, Tumble 4+

**You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill, starship, weapon, or weapon group.*

***You can gain this feat multiple times. Its effects stack.*

limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Acrobatic

You are very agile.

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

Alertness

You are keenly aware of your surroundings.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Ambidexterity

You are equally adept at using either hand.

Prerequisite: Dex 15+.

Benefit: You ignore all penalties for using an off hand. You are neither left-handed nor right-handed.

Normal: Without this feat, a character that uses his or her off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a –4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons. See the Two-Weapon Fighting feat, page 98, and Table 8–4: Two-Weapon Fighting Penalties.

Animal Affinity

You are good with animals.

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

Armor Proficiency (heavy)
You are proficient with heavy armor (see Table 7–3: Armor).
Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).
Benefit: See Armor Proficiency (light).
Special: Soldiers gain this feat for free at 3rd level.

Armor Proficiency (light)
You are proficient with light armor (see Table 7–3: Armor).
Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies only to Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.
Normal: A character who wears armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride and Pilot.
Special: Soldiers get this feat for free.

Armor Proficiency (medium)
You are proficient with medium armor (see Table 7–3: Armor).
Prerequisite: Armor Proficiency (light).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light).
Special: Soldiers gain this feat for free at 2nd level.

Armor Proficiency (powered)
You understand how to fully utilize the various features of powered armor, such as stormtrooper armor.
Prerequisite: Armor Proficiency (light), Armor Proficiency (medium).
Benefit: See Armor Proficiency (light).
Normal: See Armor Proficiency (light). In addition, a character who wears powered armor without this feat does not receive any bonuses to ability or skill checks provided by the armor.

Athletic
You have a knack for athletic endeavors.
Benefit: You get a +2 bonus on all Climb checks and Swim checks.

Blind-Fight
You know how to fight in melee without being able to see your foes.
Benefit: In melee combat, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit (see Table 8–9: Concealment, page 143).
You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half (see Table 6–8: Hampered Movement, page 110).

Cautious
You are especially careful with tasks that may yield catastrophic results.
Benefit: You get a +2 bonus on all Demolitions checks and Disable Device checks.

Training Remote

Cleave
You can follow through with a powerful melee attack.
Prerequisite: Str 13+, Power Attack.
Benefit: If you deal an opponent enough damage to reduce its wound points to 0, you get an immediate, extra melee attack against another opponent in the immediate vicinity. You cannot take a 2-meter step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

Dodge
You are adept at dodging attacks.
Prerequisite: Dex 13+.
Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action.
Special: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Endurance
You are capable of amazing feats of stamina.
Benefit: Whenever you make a check for performing a physical action that extends over a period of time (such as running, swimming, holding your breath, and so on), you get a +4 bonus on the check.

Exotic Weapon Proficiency
Choose an exotic weapon, such as bowcaster or lightsaber (see Table 7–2: Weapons, for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.
Prerequisite: Base attack bonus +1 or higher.
Benefit: You make attack rolls with the weapon normally.

Table 5-2: Force-Based Feats

Feat	*Prerequisite*
Alter	Force-Sensitive*, Force level 1st+
Force Lightning	Alter, Force level 7th+
Force Whirlwind	Alter, Force level 6th+, Int 13+, Move Object 5+
Throw Lightsaber	Alter, Force level 3rd+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack +4 or higher
Control	Force-Sensitive*, Force level 1st+
Burst of Speed	Control, Force level 3rd+
Knight Speed	Control, Jedi level 7th+, Dex 13+, Burst of Speed
Master Speed	Control, Jedi level 13th+, Dex 13+, Burst of Speed
Dissipate Energy	Control, Force level 3rd+
Lightsaber Defense	Control, Force level 3rd+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack +3 or higher
Knight Defense	Control, Jedi level 7th +, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack +3 or higher
Master Defense	Control, Jedi level 13th+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack +3 or higher
Prolong Force	Control, Force level 3rd+, Con 13+
Force Mastery	Force-Sensitive*, Force level 7th+, Wis 15+
High Force Mastery	Force level 13th+, Wis 17+, Force Mastery
Sense	Force-Sensitive*, Force level 1st+
Deflect Blasters	Sense, Force level 4th+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack +4 or higher
Force Mind	Sense, Force level 3rd+, Wis 15+
Knight Mind	Sense, Jedi level 7th+, Wis 15+, Force Mind.
Master Mind	Sense, Jedi level 13th+, Wis 15+, Force Mind.

**Force-Sensitive is a prerequisite for all Force Feats. The prerequisite of "Force level" indicates levels in any of the three Force-using classes (Force adept, Jedi consular, and Jedi guardian). "Jedi level" indicates levels in a Jedi class (consular or guardian).*

Normal: A character who uses a weapon without being proficient with it suffers a –4 penalty on attack rolls. Some weapons (such as lightsabers) may have additional penalties or drawbacks when used by a character who is not proficient (see Chapter 7: Equipment).

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon. Proficiency with the lightsaber has a prerequisite of Dex 11+. Proficiency with the bowcaster has a prerequisite of Str 13+.

Expertise

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Int 13+.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of up to –5 on your attack and add the same number (up to +5) to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next action. The bonus to your Defense is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attacks and gain a +2 dodge bonus to Defense.

Fame

You are particularly well known.

Benefit: You gain +3 to your Reputation score.

Far Shot

You can get greater distance out of a ranged weapon.

Prerequisite: Point Blank Shot.

Benefit: When you use a blaster or a projectile weapon (such as a bow), its range increment increases by one-half (multiply by 1.5). When you use a thrown weapon (such as a grenade), its range increment is doubled.

Force-Sensitive

You are sensitive to the ways of the Force. Though not necessarily a Jedi or Force-user, you are capable of learning some basic Force skills.

Benefit: You may learn Force-Sensitive-based Force skills as class skills. If you have any Force-user levels (levels in any of the Force-using classes) you may select other Force-based feats.

You gain one bonus Force Point when this feat is selected. There is no limit to the number of Force Points a character with this feat may possess. You also are more adept at calling upon the Force, both the light and dark sides (see Chapter 9: The Force).

A Force-Sensitive character can make a Wisdom check (DC 20) to avoid being surprised. A successful check allows you to act during the surprise round, even if you would otherwise be surprised.

Normal: Without this feat, you cannot gain any ranks in Force-Sensitive skills or select other Force-based feats. Also, your maximum allowed total of Force Points is 5 (any points gained beyond this maximum are lost).

Special: Force adepts, Jedi consulars, and Jedi guardians gain this feat for free at 1st level, and Force-Sensitive skills are class skills to characters of those classes. A character that decides to pick up a Force-user level later in his or her career must purchase this feat; it is not gained for free after your 1st character level.

Frightful Presence

Your mere presence can terrify those around you.

Prerequisite: Charisma 15+, Intimidate 9+.

Benefit: Once per round, you can, as a free action, use your Frightful Presence. All opponents within 10 meters who have fewer levels than you must make a Will saving throw (DC 10 plus your level and Charisma modifier). An opponent who fails his save is shaken, suffering a –2 penalty to attack rolls, saves, and skill checks for 1d6 plus your Charisma modifier in rounds.

A successful save indicates that the opponent is immune to your Frightful Presence for one day. This ability can't affect creatures with an Intelligence of 3 or less.

If you are infamous (see Reputation, page 106) and make a successful Reputation check, the Will saving throw's DC increases by 5.

Normal: A character without this feat can use the Intimidate skill (or Charisma if untrained) to threaten someone (see Chapter 4: Skills).

Gearhead

You have a way with machines.

Benefit: You get a +2 bonus on all Repair checks and Computer Use checks.

Great Cleave

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

Prerequisites: Str 13+, Power Attack, Cleave, base attack +4 or higher.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

Great Fortitude

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Heroic Surge

You can perform additional actions in a round.

Benefit: You may take an extra move or attack action, either before or after your regular actions. You may use Heroic Surge once per day for every four character levels you have attained, but never more than once per round.

Improved Initiative

You can react more quickly than normal in a fight.

Benefit: You get +4 bonus on initiative checks.

Improved Two-Weapon Fighting

You are an expert in fighting two-handed.

Prerequisite: Two-Weapon Fighting, Ambidexterity, base attack +9 or higher.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with the off-hand weapon, albeit at a –5 penalty (see Table 8-3: Two-Weapon Fighting Penalties, page 138).

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Infamy

You are known for crimes or evil deeds (whether you actually committed these crimes and evil deeds or not).

Benefit: You are considered infamous (see Reputation, page 106). This is regardless of your Reputation score or the number of Dark Side Points you possess.

Iron Will

You have a stronger will than normal.

Benefit: You get a +2 bonus on all Will saving throws.

Lightning Reflexes

You have faster than normal reflexes.

Benefit: You get a +2 bonus on all Reflex saving throws.

Low Profile

You are less famous than others of your class and level.

Benefit: Your rate of gaining Reputation is 1 point every 5 levels, regardless of your class. This does not affect your current Reputation score nor any Reputation points gained by future actions.

Normal: Without this feat, a character gains Reputation at a rate determined by his or her class.

Martial Artist

You are skilled at fighting while unarmed and can deal more damage with unarmed strikes. You are also capable of inflicting critical hits with unarmed attacks.

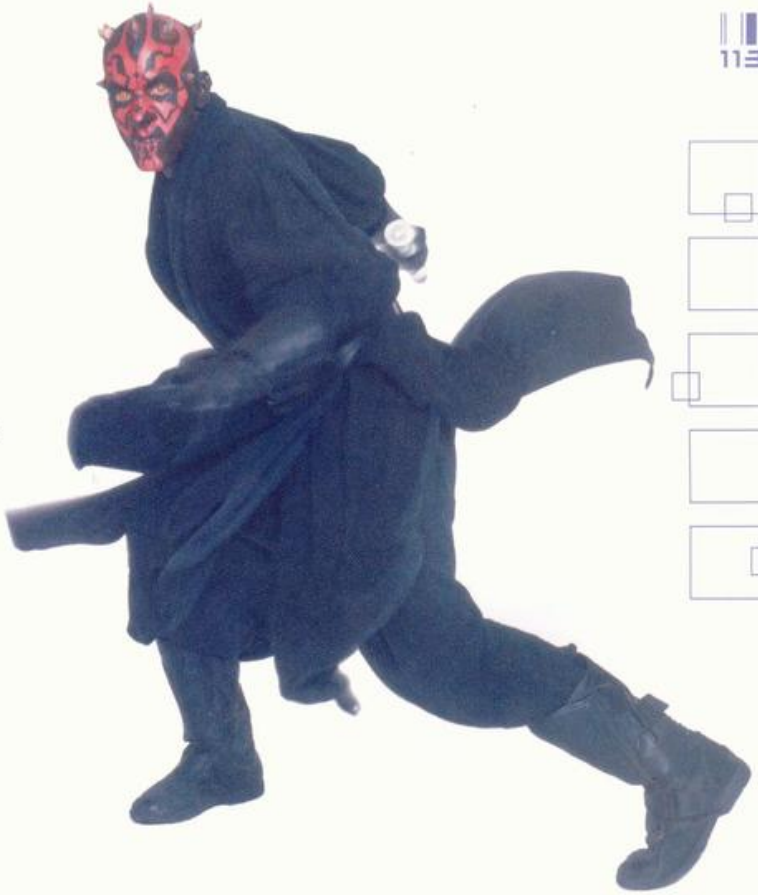
Benefit: Your unarmed attack deals 1d6 damage (1d4 for a Small character). Also, when attacking unarmed, a natural 20 on the attack roll is a threat. Confirm it as a normal threat (see Critical Hits, page 135).

Normal: Without this feat, a character deals only 1d3 damage (1d2 for a Small character) and can't inflict a critical hit with an unarmed attack.

Mimic

You have a gift for impersonation.

Benefit: You get a +2 bonus on all Disguise checks and Entertain (acting) checks.



Mobility
You are skilled at dodging past opponents and avoiding attacks they make against you.

Prerequisite: Dex 13+, Dodge.

Benefit: You don't have to stop moving when you move adjacent to an opponent. Also, when adjacent to an opponent you can move normally.

Normal: Without this feat, you must stop moving when you move adjacent to an opponent, and may not move more than a 2-meter step when adjacent to an opponent.

Multishot
You can use the multifire and autofire option on blaster weapons with exceptional accuracy.

Prerequisite: Point Blank Shot, Rapid Shot, Dex 13+.

Benefit: When using the multifire or autofire option on a blaster weapon, reduce the penalty for each attack to –2 (for multifire) or –4 (for autofire).

Normal: See the multifire or autofire rules in Chapter 8: Combat, pages 145–146.

Nimble
You have exceptional flexibility and manual dexterity.

Benefit: You get a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Persuasive
You have a way with words and body language.

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

Point Blank Shot
You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons against opponents up to 10 meters from your position.

Power Attack
You can make exceptionally powerful melee attacks.

Prerequisite: Str 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

Precise Shot
You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard –4 penalty (see Shooting or Throwing into a Melee, page 136).

Quick Draw
You can draw weapons with startling speed.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action instead of as a move action.

Quickness
You are good at turning attacks that might deal damage to you into near misses and glancing blows.

Prerequisite: 1+ levels in a hero or prestige class.

Benefit: You gain +3 vitality points.

Special: You may gain this feat multiple times.

Rapid Shot
You can use ranged weapons with exceptional speed.

Prerequisite: Point Blank Shot, Dex 13+.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a –2 penalty. You must use a full-round action (see page 137) to use this feat.

Run
You are fleet of foot.

Benefit: When running, you move five times your normal speed instead of four times the speed (see Run in Modes of Movement, page 109). If you make a running jump (see Jump, page 78), increase the distance or height you clear by one-fourth, but not past the maximum.

Sharp-Eyed
You have an eye for detail.

Benefit: You get a +2 bonus on all Search checks and Sense Motive checks.

Shot on the Run
You are highly trained in skirmish ranged weapon tactics.

Prerequisite: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance is not greater than your speed.

Skill Emphasis
Choose a skill, such as Survival. You have a special knack with that skill.

Benefit: You get a +3 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill.

Spacer
You have a special affinity for space travel.

Benefit: You get a +2 bonus on all Astrogate checks and Pilot checks.

Spring Attack
You are trained in fast melee attacks and fancy footwork.

Prerequisite: Dex 13+, Dodge, Mobility, base attack +4 or higher.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance is not greater than your speed. You can't use this feat if you are wearing heavy armor.

Starship Dodge
Select a class of starship (starfighter or space transport). You are adept at dodging attacks while piloting that class of starship.

Prerequisite: Dex 13+, Pilot 6+, Starship Operation (starfighter or space transport).

Benefit: When piloting a starfighter or space transport (depending on which class of starship you selected), during your action you designate an opposing starship and receive a +1 dodge bonus to Defense against attacks from that opponent. You can select a new opponent on any action.

Starship Operation
Select a class of starship (starfighter, space transport, or capital ship). You are proficient at operating that class of starship.

Prerequisite: Pilot 2+.

Benefit: You suffer no penalty on Pilot checks or attack rolls made when operating a starship of the selected class.

Normal: Characters without this feat suffer a –4 penalty on Pilot checks made to operate a starship and to attacks made with starship weapons.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new class of starship.

Stealthy
You are particularly good at avoiding notice.

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

Toughness
You are tougher than normal.

Benefit: You gain +3 wound points.

Special: A character may gain this feat multiple times.

Track
You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for 1 kilometer requires a Survival check. You must make another Survival check every time the tracks become difficult to follow, as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	*DC*
Very soft	5
Soft	10
Firm	15
Hard	25

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The quarry might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The quarry leaves only traces (scuff marks, displaced pebbles).

Condition	DC Modifier
Every 3 targets in the group being tracked	–1
Size of targets being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

**For a group of mixed sizes, apply only the modifier for the largest size category represented.*

***Apply only the largest modifier from this category.*

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks but can only follow tracks if the DC is 10 or less.

Trustworthy

You have a friendly demeanor.

Benefit: You get a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Benefit: Your penalties for fighting with two weapons are reduced by 2.

Normal: See Attacking with Two Weapons, page 137, and Table 8–3: Two-Weapon Fighting Penalties.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4.

Weapon Finesse

You are especially skilled at using a certain weapon, one that can benefit as much from Dexterity as from Strength. Choose one weapon from this list: cesta, combat glove, knife, lightsaber, unarmed strike, vibroblade, vibrodagger.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: With the selected weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Weapon Focus

Choose a specific weapon, defined as a single entry in the Equipment list, such as blaster pistol. You are especially good at using this weapon. You can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different weapon.

Weapon Group Proficiency

Choose a group of weapons from the following list of types: blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, slugthrowers, vehicle weapons, or vibro weapons. You understand how to use all weapons of that group in combat.

Benefit: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient with it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon group.

You cannot take exotic weapons as a weapon group; instead, you must select the Exotic Weapon Proficiency feat to gain proficiency with a specific exotic weapon (such as the lightsaber).

Whirlwind Attack

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisite: Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +4 or higher, Int 13+, Expertise.

Benefit: When you perform a full-round action, you can give up your regular attacks and instead make one melee attack at full base attack bonus against each opponent within 2 meters of your position.

Zero-G Combat

You can function normally in low or zero gravity.

Prerequisite: Dex 13+, Tumble 4+.

Benefit: You suffer no penalty to actions in low or zero gravity.

Normal: Without this feat, most actions taken in zero gravity suffer a –4 penalty, and actions in low gravity environments suffer a –2 penalty.

Force-Based Feats

Refer to these descriptions when selecting Force-based feats. The Force-Sensitive feat is a prerequisite for all Force-based Feats. The term "Force level" indicates levels in any of the three Force-using classes (Force adept, Jedi consular, and Jedi guardian). "Jedi level" indicates levels in a Jedi class (consular or guardian).

Alter

You can change the distribution and nature of the Force in your environment.

Prerequisite: Force-Sensitive, Force level 1st+.

Benefit: You may learn Alter-based Force skills.

Telekinesis: Also, you may move small objects (up to a weight of 1 kilogram) a minute distance (up to 1 meter) through the power of the Force. You must be able to see the object, and the object must be within 2 meters of your position. This requires an Intelligence check against a DC 15. This application can be used to disrupt rolling chance cubes, pull a datacard toward you, or slide a control on a panel. The Move Object skill replaces this ability once it is selected.

Normal: Without this feat, Alter skills are barred.

Special: Force adepts, Jedi consulars, and Jedi guardians gain this feat for free at certain levels, at which point Alter-based skills become class skills (see Chapter 4: Skills). A character from any of these classes can select the feat earlier, but at the expense of some other feat. If Alter is selected earlier, then no bonus feat is gained when the character reaches the level in which Alter would have been gained for free.

Burst of Speed

You can move at lightning speed for a brief period of time.

Prerequisite: Force-Sensitive, Control, Force level 3rd+.

Benefit: You may increase your base speed to 10 times its normal amount for one round. This has the side effect of multiplying your Jump distances by 5. Using this feat requires a full-round action. At the end of the round, you lose 5 vitality points.

A character can remain in a trance for up to one week in a dry climate or up to one month in a wet climate before succumbing to thirst. If water were somehow supplied (via an intravenous drip, for example), a character could remain in a trance for up to three months before dying of starvation.

Normal: Without this feat, Control skills are barred.

Special: Force adepts, Jedi consulars, and Jedi guardians gain this feat for free at certain levels, at which point Control skills become class skills (see Chapter 4: Skills). A character from any of these classes can select the feat earlier, but at the expense of some other feat. If Control is selected earlier, then no bonus feat is gained when the character reaches the level when Control would have been gained for free.

Deflect Blasters

You can deflect blaster bolts and similar projectiles with your lightsaber.

Prerequisite: Force-Sensitive, Sense, Force level 4th+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack bonus +4 or higher.

Benefit: You must be carrying an activated lightsaber to use this feat. When you would normally be hit with a blaster shot, you may make a Reflex saving throw against the attacker's attack roll total (or DC 20, whichever is higher). A critical hit increases the DC by 10. If you succeed, you deflect the blaster shot and take no damage. You must be aware of the attack and not flat-footed. Attempting to deflect a blaster shot counts as a reaction.

"Control, control. You must learn control."

— Jedi Master Yoda

Control

You can access your inner Force, using it to better utilize the powers of your own body.

Prerequisite: Force-Sensitive, Force level 1st+.

Benefit: You may learn Control-based Force skills.

Force Trance: Also, you may enter a Force Trance that slows your metabolism, allowing you to survive for extended periods of time with very little air, water, or food. You may enter a trance at will; this requires a full-round action. It also takes a full round to awaken from the trance. While in a trance, your heartbeat slows, your breathing all but ceases, and you appear to be dead. (Use of the Sense-based skill See Force will identify the target as in a trance, though the DC is increased by 5.) A character in a Force trance uses only 10% as much air as a sleeping person and needs no food or water for an extended period of time. For purposes of natural healing, a Force Trance is the equivalent of assisted healing (see Healing, page 140).

When entering the trance, the character must declare the circumstances under which the trance will end. Examples include a time limit or certain stimuli (such as being touched). A character in a trance is not conscious of his or her surroundings and may not use any skills or abilities.

If the Reflex save result is 5 or more points above the attack roll total (or 25, whichever is higher), you can deflect the blaster shot at a target within one range increment of your position. Immediately roll an attack as if you were attacking with the lightsaber, with a –4 penalty. If the attack roll succeeds, the target is hit and takes damage from the blaster shot.

Deflect blasters only defends against personal-scale weapons; you can't deflect ship-scale weapons with a lightsaber.

Normal: Without this feat, a character using a lightsaber can't deflect fast-moving blaster bolts or other projectiles. The Lightsaber Defense feat provides some protection, however.

Dissipate Energy

You can resist the effects of energy damage.

Prerequisite: Force-Sensitive, Control, Force level 3rd+.

Benefit: You may resist energy damage incurred by your environment or an attack. To do so, you make a Fortitude saving throw. The DC is 10 plus the amount of damage inflicted. A critical hit counts as double the normal amount of damage. If successful, you suffer no damage from the effect. If the saving throw fails, you take normal damage. This costs 4 vitality points per use (or per minute of use, for environmental effects), whether the feat succeeds or not.

If you ready an attack action to dissipate energy from an incoming attack, the DC drops to 5 plus the amount of energy damage inflicted.

Force Lightning

You can draw on the dark side of the Force to blast a target with deadly bolts of energy.

Prerequisite: Force-Sensitive, Alter, Force level 7th+.

Benefit: The target of Force Lightning must make a Reflex saving throw. The DC depends on the level of the Force-user.

Force-User's Level	*Target's Save DC*
7th–12th	15
13th–18th	20
19th–20th	25

Force Lightning deals 4d6 points of damage; half damage if the save succeeds. If the save fails, the target must then make a Will saving throw (DC 15) or lose 1 Force Point. (If the target doesn't have any Force Points, there is no additional effect.)

Force Lightning has a range of 10 meters. Using this feat requires an attack action and gives you a Dark Side Point. It costs 4 vitality points to use Force Lightning.

Force Mastery

You can accomplish Force-related tasks with less concentration than normal.

Prerequisite: Force-Sensitive, Force level 7th+, Wis 15+.

Benefit: Once per round, you may accomplish a Force-related task that normally requires an attack action as a free action. The vitality point cost for this action is double the normal cost (or 1 point if no cost is listed).

Special: This is not cumulative with the effects of High Force Mastery. That is, you cannot use both feats to reduce a full-round action to a free action.

Force Mind

You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Force-Sensitive, Sense, Force level 3rd+, Wis 15+.

Benefit: The targets of this feat each gain a +2 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This requires a full-round action to initiate and lasts for 1 round per Force level. Creating a Force Mind costs 2 vitality points plus 1 vitality point per person included. The individual using Force Mind may *not* be one of the targets.

Force Whirlwind

You can use the Force to create a whirlwind that hampers concentration or causes damage.

Prerequisite: Force-Sensitive, Alter, Force level 6th+, Int 13+, Move Object 5+.

Benefit: You can create one of two kinds of Force Whirlwinds with this feat. The first creates a whirlwind of Force in a 10-meter radius, while the second creates a swarm of small flying objects in a 2-meter radius.

Creating a whirlwind counts as an attack action and costs 2 vitality points. All those within the whirlwind receive a –4 penalty to all attacks, skill checks, and ability checks. A whirlwind lasts for 10 rounds (1 minute).

Creating a swarm of objects requires a full-round action and costs 4 vitality points. Anyone within the area of effect is struck repeatedly by small objects (rocks, tools, scrap metal, or whatever else is in the area) and suffers 3d6 damage per round. The target may attempt a Reflex save (DC 20) to reduce the damage by half. The swarm lasts for 5 rounds.

You can create either kind of Force Whirlwind up to 50 meters away from you.

High Force Mastery

You can accomplish Force-related tasks with much less concentration than normal.

Prerequisite: Force-Sensitive, Force level 13th+, Wis 17+, Force Mastery.

Benefit: Once per round, you may accomplish a Force-related task that normally requires a full-round action as an attack action. The vitality point cost for this action is double the normal cost (or 1 point if no cost is listed).

Special: This is not cumulative with the effects of Force Mastery. That is, you cannot use both feats to reduce a full-round action to a free action.

Knight Defense

You are adept at blocking incoming attacks with your lightsaber.

Prerequisite: Force-Sensitive, Control, Jedi level 7th+, Dex 13+, Lightsaber Defense, Exotic Weapon Proficiency (lightsaber), base attack bonus +3 or higher.

Benefit: When wielding a lightsaber, you gain an additional +2 dodge Defense bonus. Note: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.

Knight Mind

You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Force-Sensitive, Sense, Jedi level 7th+, Wis 15+, Force Mind.

Benefit: The targets of this feat each gain a +4 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This requires a full-round action to initiate and lasts for 5 rounds. Creating a Knight Mind costs 4 vitality points plus 1 vitality point per person included. The individual using Knight Mind may *not* be one of the targets.

Knight Speed

You can move at lightning speed for a brief period of time.

Prerequisite: Force-Sensitive, Control, Jedi level 7th+, Dex 13+, Burst of Speed.

Benefit: You may increase your base speed to 20 times its normal amount for one round. This has the side effect of multiplying your Jump distances by 10. Using this feat requires a full-round action. At the end of the round, you lose 8 vitality points.

Lightsaber Defense

You are adept at blocking incoming attacks with your lightsaber.

Prerequisite: Force-Sensitive, Control, Force level 3rd+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack bonus +3 or higher.

Benefit: When wielding a lightsaber, you gain a +2 dodge bonus to your Defense against attacks. Note: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.

Master Defense

You are adept at blocking incoming attacks with your lightsaber.

Prerequisite: Force-Sensitive, Control, Jedi level 13th+, Dex 13+, Exotic Weapon Proficiency (lightsaber), Lightsaber Defense, base attack bonus +3 or higher.

Benefit: When wielding a lightsaber, you gain an additional +2 dodge Defense bonus. Note: A condition that makes you lose your Dexterity bonus to Defense (if any) also makes you lose dodge bonuses.

Master Mind

You can grant a Force bonus to a single ability score of your allies.

Prerequisite: Force-Sensitive, Sense, Jedi level 13th+, Wis 15+, Force Mind.

Benefit: The targets of this feat each gain a +6 Force bonus to a single ability score of your choice (all those affected gain the bonus to the same ability score). This requires a full-round action to initiate and lasts for 5 rounds. Creating a Master Mind costs 6 vitality points plus 2 vitality points per person included. The individual using Master Mind may *not* be one of the targets.

Master Speed

You can move at lightning speed for a brief period of time.

Prerequisite: Force-Sensitive, Control, Jedi level 13th+, Dex 13+, Burst of Speed.

Benefit: You may increase your base speed to 30 times its normal amount for one round. This has the side effect of multiplying your Jump distances by 15. Using this feat requires a full-round action. At the end of the round, you lose 10 vitality points.

Prolong Force

You are able to substitute wound points for vitality points to power your Force skills, allowing you to continue to draw upon the Force even after you are fatigued.

Prerequisite: Force-Sensitive, Control, Force level 3rd+, Con 13+.

Benefit: When you run out of vitality points, you can continue to use Force skills by powering them with wound points. A wound point provides twice the power that a vitality point does, so all costs are halved (round up, minimum of 1). For example, a Force skill that costs 4 vitality points to use only costs 2 wound points for a character with this feat.

Normal: A Force-user that runs out of vitality points can't utilize Force skills.

Special: You must be out of vitality points to use wound points to power Force skills. Using your inner reserves in this way causes real, physical damage (which is what wound points represent).

Sense

You can sense the Force that binds and connects all things.

Prerequisite: Force-Sensitive, Force level 1st+.

Benefit: You may learn Sense-based Force skills.

Sense Force: A character with this feat sometimes receives vague impressions of the Force. The character might feel uneasy due to an unseen situation or sense the presence of powerful emanations of the dark side. For example, a character might feel a sense of cold from a place that is strong in the dark side of the Force, or he might experience foreboding when an entire planet is destroyed and all the life forms on it are extinguished. This is not accomplished through conscious effort; the GM provides the impressions when appropriate.

Normal: Without this feat, Sense skills are barred.

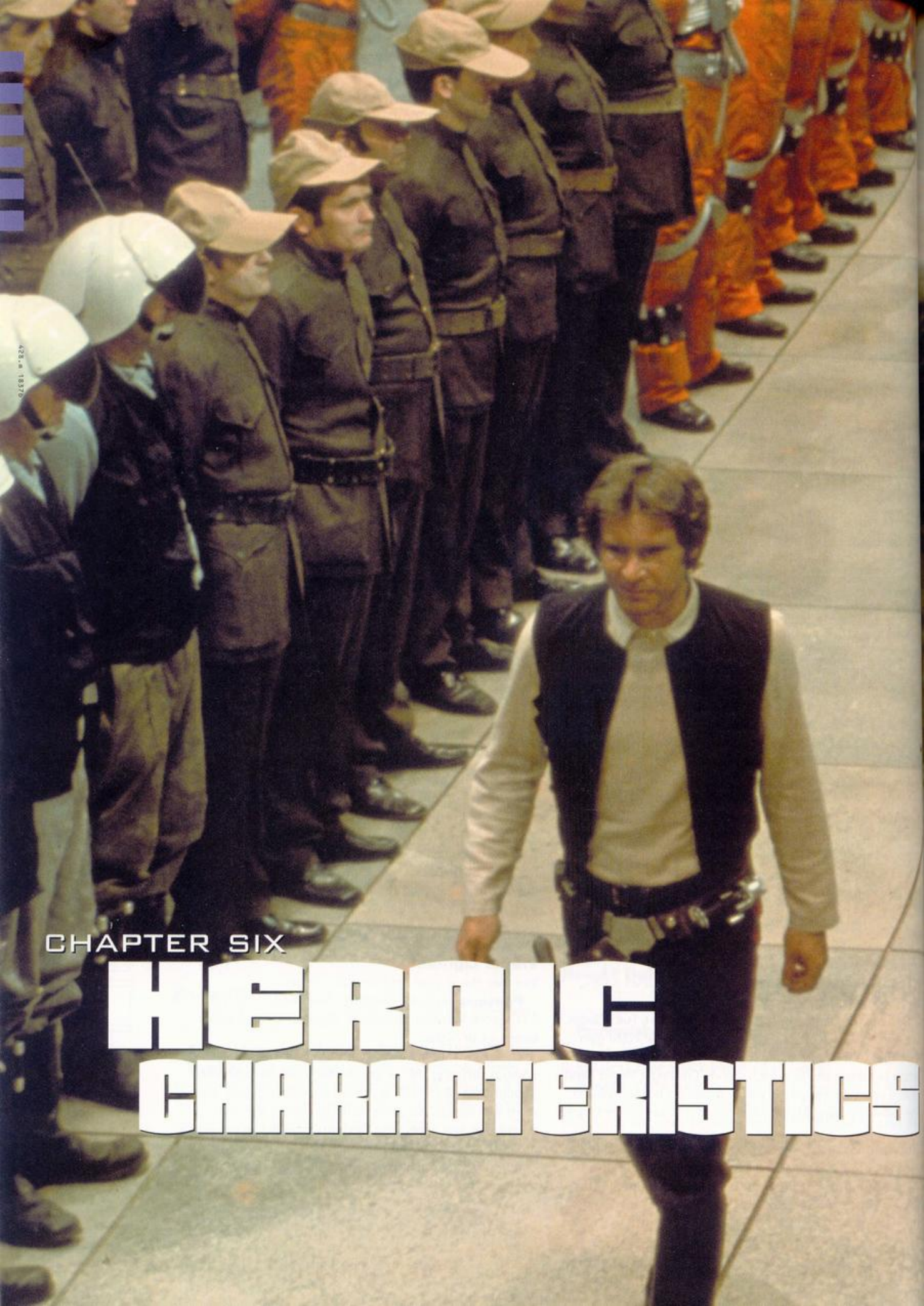
Special: Force adepts, Jedi consulars, and Jedi guardians gain this feat for free at certain levels, at which point Sense skills become class skills (see Chapter 4: Skills). A character from any of these classes can select the feat earlier, but at the expense of some other feat. If Sense is selected earlier, then no bonus feat is gained when the character reaches the level when Sense would have been gained for free.

Throw Lightsaber

You may throw your lightsaber at a target.

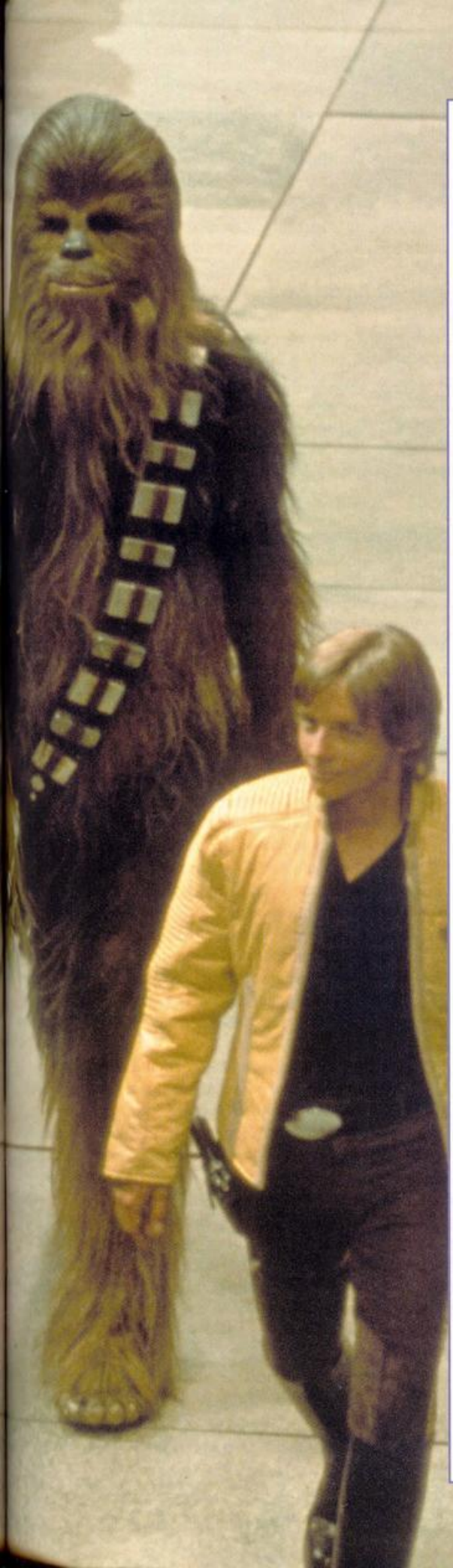
Prerequisite: Force-Sensitive, Alter, Force level 3rd+, Dex 13+, Exotic Weapon Proficiency (lightsaber), base attack bonus +4 or higher.

Benefit: You may throw your lightsaber at a target without suffering the –4 penalty for using an improvised weapon (see page 135). A thrown lightsaber's range increment is 4 meters. All game statistics remain the same except that you apply your Dexterity modifier to the attack roll rather than your Strength modifier. Throwing a lightsaber is an attack action. A thrown lightsaber does not return to its user.



CHAPTER SIX

HEROIC CHARACTERISTICS



What does your character look like? How old is he (or she)? What sort of first impression does he make? What led him to become a hero?

This chapter covers a miscellany of topics that apply to your character. It helps you establish your character's identity and place in the *Star Wars* universe, and make him or her more lifelike—like a main character in a *Star Wars* movie or novel. For many players, this is the true expression of roleplaying, defining the character that you are going to play.

When you first play a character, it's fine to leave some of the details sketchy. Over time, as adventures play out, you'll get a better sense of who you want your character to be. You'll develop your character's details much the way an author develops a character over several chapters in a novel or over several novels in a series.

Details

This section offers advice as you determine details about your character, including his name, age, appearance, and personality. Start with some idea of your character's background and personality, and use that idea to develop the details that bring your character to life.

Name

Invent or choose a name that fits your character's species and class. Chapter 2: Species contains some examples of alien names. A name is a great way for you to start thinking about your character's background. For instance, a Rodian scout might be named after a great Rodian hunter of the past, and the Rodian may be striving to live up to that heritage. Alternatively, the name could be that of an infamous traitor, and the hero could be bent on proving that she's not like her namesake.

A name can also tell a lot about a character and help establish an image in your mind and the minds of the other players. It doesn't have to be descriptive, but you want it to fit the type of character you're going to play. Use the sample names to help you make up a name that has the appropriate *Star Wars* feel.

Age

How old is your character? That's pretty much up to you and your Gamemaster. A character reaches 1st level in a hero class at the point when he or she steps out of mundane life and into the dramatic existence of the story, either by choice or through circumstances beyond the character's control. That could be as a teenager for a Jedi Padawan, as an 18-year-old adult (such as in the case of Luke Skywalker), or even older, depending on your character concept.

There are other types of characters besides heroes. It's presumed that your character was just like one of them before making that leap to the hero path. At that point, the character becomes a 1st-level soldier or noble or Jedi guardian, for example. Once you start onto the hero path, there's no getting off it. For good or bad, you're now the center of the action (at least in your GM's campaign) and

important things happen around you—whether you want them to or not.

As your hero ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase (see Table 6–1: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

For example, when a character reaches middle age, her Strength, Dexterity, and Constitution scores each drop 1 point, while her Intelligence, Wisdom, and Charisma scores each increase 1 point. When she becomes old, her physical ability scores all drop an additional 2 points, while her mental ability scores increase by 1 again. So far she has lost a total of 3 points from her Strength, Constitution, and Dexterity scores and gained a total of 2 points to her Wisdom, Intelligence, and Charisma scores due to aging.

On the other hand, a child would start with a total penalty of –4 to Strength and Constitution and a –2 penalty to all other abilities (cumulative for child and young adult). As he advances to young adulthood, these penalties would be reduced to –1 for each ability score. He would thus "gain" 3 points each to his Strength and Constitution and 1 point to each of his other ability scores. When he later becomes an adult, he would gain 1 point to each of his ability scores.

Note: Jedi live longer than the average member of their species. While a typical Human lives well into his or her 80s, a Human Jedi might live well into his or her 100s. The upper limit for a character powerful in the Force can be twice as much or more than a typical member of a species.

Table 6–1: Aging Effects

Child	–3 to Str and Con, –1 to Dex, Int, Wis, and Cha
Young adult	–1 to Str, Dex, Con, Int, Wis, and Cha
Adult	no modifier
Middle age	–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Old	–2 to Str, Dex, and Con; +1 to Int, Wis, and Cha
Venerable	–3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

If you don't have a clear character concept in mind, you might want to use Table 6–3: Random Starting Ages to generate the age of your 1st-level character. Just find your character's class and roll the die shown under the "Young Adult +" column. Add the die roll result to the first number under "Young Adult" for your character's species (as shown in Table 6–2: Ages by Species). So, if you roll 1d6 for your Human fringer character and get a 4 on the die roll, the character's starting age is 16 (12 + 4 = 16).

However you and your GM decide to determine your character's age, make sure to make any adjustments to the character's abilities if he or she isn't starting within the adult age range.

Table 6–3: Random Starting Ages

Class	*Young Adult +*
Fringer	1d6
Noble	1d8+1
Scoundrel	1d4
Scout	1d4
Soldier	1d6+2
Force Adept	1d4
Jedi Consular	1d4
Jedi Guardian	1d4

Appearance

Decide what your character looks like using the descriptions of the various species in Chapter 2: Species as a starting point. Characters with high Charisma scores tend to be better looking than those with low Charisma scores, though a character with high Charisma could have strange looks, giving him a sort of exotic beauty.

Your character can be right-handed or left-handed. (The Ambidexterity feat in Chapter 5: Feats allows her to use both hands equally well.)

You can use your hero's looks to tell something about his personality and background. For example:

- Deel Surool, the Twi'lek scoundrel, always has a smirk on his lips, no matter what situation he finds himself in. He treats life as a joke and only he knows the punch line. He wears the latest fashions and comes off as being mildly superior to everyone around him.
- Vor'en Kurn, the Human soldier, has a rough, dark look that speaks of the life he has led. His mercenary nature shows through in the way he moves, the way he wears his armor, and the way his twin blasters hang at his sides. His eyes are cold, dead, uncaring. You know he means business and that he's dangerous just by looking at him.
- Sia-Lan Wezz, the Human Jedi guardian, appears confident and in control. She wears her Jedi robes and lightsaber proudly, and her fresh, young face glows with enthusiasm and hope. You know you can trust her, and you know she takes her role as a Jedi very seriously. Perhaps even a bit too seriously.

Table 6–2: Ages by Species

Species	*Child*	*Young Adult*	*Adult*	*Middle Age*	*Old*	*Venerable*
Human	1–11	12–15	16–40	41–59	60–79	80+
Cerean	1–10	11–15	16–35	36–53	54–64	65+
Ewok	1–9	10–13	14–29	30–44	45–59	60+
Gungan	1–12	13–15	16–35	36–54	55–64	65+
Ithorian	1–13	14–17	18–44	45–69	70–84	85+
Mon Calamari	1–11	12–16	17–40	41–57	58–79	80+
Rodian	1–12	13–15	16–35	36–49	50–59	60+
Sullustan	1–9	10–14	15–39	40–55	56–69	70+
Trandoshan	1–11	12–14	15–34	35–49	50–59	60+
Twi'lek	1–12	13–15	16–44	45–59	60–79	80+
Wookiee	1–12	13–17	18–300	301–350	351–399	400+

Height and Weight

Choose your character's height and weight from the ranges shown on Table 6–4:

Table 6-4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	1.2 meters	+2d4	55 kilograms	× (1d8+1)
Human, female	1.0 meters	+2d4	39 kilograms	× (1d8+1)
Cerean, male	1.4 meters	+1d6	58 kilograms	× (1d8+1)
Cerean, female	1.2 meters	+1d6	42 kilograms	× (1d8+1)
Ewok	0.8 meters	+1d4	35 kilograms	× (1d4+1)
Gungan	1.2 meters	+1d8	48 kilograms	× (1d8+1)
Ithorian	1.5 meters	+2d4	58 kilograms	× (2d4+2)
Mon Calamari	1.2 meters	+1d6	42 kilograms	× (2d4+1)
Rodian	1.4 meters	+1d4	40 kilograms	× (1d8+1)
Sullustan	1.0 meters	+2d4	42 kilograms	× (1d8+1)
Trandoshan	1.4 meters	+1d6	60 kilograms	× (2d4+2)
Twi'lek, male	1.2 meters	+2d4	57 kilograms	× (1d6+3)
Twi'lek, female	1.0 meters	+2d4	40 kilograms	× (1d8+1)
Wookiee, male	1.8 meters	+1d6	70 kilograms	× (3d4+4)
Wookiee, female	1.6 meters	+1d6	57 kilograms	× (3d4+4)

Random Height and Weight. Think about what your character's abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy. Feel free to select an appropriate combination or roll randomly on the table.

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll listed under the Weight Modifier column determines the character's extra weight beyond the base weight.

For example, Rorworr (a male Wookiee) stands 1.8 meters tall plus 1d6 decimeters. Penny rolls 1d6 and gets a 4, so Rorworr stands 2.2 meters tall. Then Penny uses that same roll, 4, and multiplies it by 3d4+4 kilograms. Her die result is 9, so Rorworr weighs an extra 36 kilograms on top of his base 70 kilograms for a total of 106 kilograms.

Personality

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Your character's species is a good place to start when thinking about personality, but it's a bad place to stop. Make your Wookiee (or whatever) different from every other Wookiee.

Personality is a summary of how your character usually acts. Make sure it's interesting and fun for you to play. Give your character good points and bad points. Think about his code of ethics. Will your character do anything for the right price, or is there a line he just won't cross? Is your character cheerful or dour, optimistic or pessimistic, honorable or dishonorable? These are just some of the things that could go into your character's personality.

A handy trick for making an interesting personality for your character is including some sort of conflict in his nature. For example, Deel the scoundrel is generally self-centered, but he looks out for his close friends. He may be tempted to help them, even if it goes against his best interests, so long as he can justify doing so.

Your character's personality can change over time. Just because you've written some personality notes on your character sheet doesn't mean you can't let your character grow and evolve the way real people do.

Background

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

How did she decide to become a hero?

How did she acquire her class? A soldier, for example, might have been in a planetary militia, she may come from a family of soldiers, she may have trained in a martial school, or she may be a self-taught mercenary.

Where did she get her starting equipment from? Did she assemble it piece by piece over time? Was it a parting gift from a parent or mentor? Do any items have special significance to her?

What's the worst thing that's ever happened to her?

What's the best thing that's ever happened to her?

Does she stay in contact with her family? What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character's background simple. Has she traveled around the galaxy a lot? What's her home planet like? What does she think of the Republic (or Rebellion, or Empire, or whatever)? Does she know any of the other players' characters from before the campaign started? If not, what's her connection to the rest of the team?

Goals

Your character might have a number of objectives that he or she hopes to accomplish. These are the things that motivate your character. Does he seek wealth or love? Revenge or power? That's up to you and your GM.

Goals can be immediate or long term. They can also change during play. And new goals can be added all the time. Think of goals as what's motivating your character right now, though some long-term goals might fade to the background until circumstances warrant.

Reputation

A character's Reputation score measures how famous (or infamous) he or she is. A character with a high Reputation is generally well known and recognized in many places, while a character with a low Reputation isn't (see Table 6–6: Examples of Reputation Scores).

In general, a high Reputation score benefits a character. Those who recognize the character are more likely to help him (or do what he asks). However, a high Reputation makes it difficult for the character to mask his identity, which can be a hindrance if someone is looking for him.

All hero characters have a starting Reputation score based on their class. Nobles start with a Reputation of 3, Jedi consulars and Jedi guardians with 1, and all other hero classes with 0. As a character gains levels, his Reputation score automatically increases.

In addition, a character can gain Reputation by performing actions that attract attention. For instance, an act of dramatic heroism (as defined in Chapter 9: The Force) should automatically result in a gain of 1 point of Reputation, unless the act was secret or otherwise had no witnesses to report it.

Actions that don't measure up to this standard but which still draw significant attention (such as escaping from the clutches of Jabba the Hutt) can add to a character's Reputation. After performing such an act, the character must make a Charisma check against DC 20. On a success, the character gains 1 point of Reputation. (Acts of particular malevolence or viciousness can add a similar amount—ultimately, your reputation rarely cares whether you're good or evil.)

In general, a character doesn't get a choice of whether or not to use his Reputation—it simply takes effect whether the character wants it to or not. When a character's Reputation can come into play, the character's player must make a Reputation check. Roll 1d20 and add the character's Reputation score. (If your character has a Reputation of 0, you can't make a Reputation check.) The DC of the check depends on the character's location.

Location	*DC*
Core world	25
Inner Rim or Expansion Region	30
Mid Rim	35
Outer Rim	40
Home star system	DC–5

Fame and Infamy

Most characters with a high Reputation score are considered "famous." That is, their reputation is generally positive.

However, some characters are infamous, which results in different reactions on a successful Reputation check. As a general rule, a character with more Dark Side Points than Reputation points is considered infamous. Full-fledged dark side characters are almost always infamous. Those with the Infamy feat are also considered infamous, regardless of their Dark Side Points. Finally, at the GM's option, characters who don't fit these criteria might also be considered infamous.

Results of Reputation Checks

A successful Reputation check adds a modifier to certain skill checks, as listed below.

Table 6–5: Reputation Check Results

Skill	*Famous*	*Infamous*
Bluff	+5	+5
Diplomacy	+5	–5
Gather Information	+5	+5
Intimidate	+2	+5
Entertain	+5	+0

Bluff: In general, a positive Reputation (whether famous or infamous) aids Bluff checks. However, any Bluff check made to deny or hide your identity ("No, I'm not *that* smuggler, you must be thinking of someone else") automatically receives a –5 penalty regardless of the result of the Reputation check.

Diplomacy: Most Diplomacy checks are aided by a successful Reputation check. However, infamous characters suffer a penalty to Diplomacy checks (it's tough to negotiate a peace treaty when you're a known killer).

Entertain: A famous individual generally gets a better reception for his performances than an infamous one. The bonuses granted by a successful Reputation check are synergy bonuses.

Gather Information: People are just more willing to help someone they know, whether happily (for a famous individual) or fearfully (for an infamous individual).

Intimidate: While a famous character can use his Reputation to "throw his weight around," an infamous character gains an even greater bonus on Intimidate checks with a successful Reputation check.

Followers

In addition to the normal benefits of a high Reputation score, a character can use her Reputation to attract followers to her cause. These may be troops, minions, personal servants, accomplices, trainees, acolytes, or whatever other type of dedicated follower the player chooses. (If a character stands for some cause, she may win followers to the cause as well as personal followers, but that should be handled on a case-by-case basis.)

Beginning at 10th level and at each level thereafter, the hero may make a special Reputation check (DC 25) to see if she attracts one or more followers to her cause. (This isn't mandatory; if the player doesn't want followers, she doesn't have to roll.) If the roll succeeds, the hero attracts a number of followers, who arrive in the next few weeks. If the roll fails, the hero can't try again until she gains another level.

The maximum total levels of a hero's followers can't exceed her Reputation score. (For purposes of this total, professional characters count as one-half their level, and

Table 6-6: Examples of Reputation Scores

Score	*Description*	*Examples*
0	Unknown; the character has no reputation	Laborer, intern, apprentice, enlisted soldier of any sort
1–2	Known in home town	Low-ranking officer, manager, minor official
3–5	Known on home world	Local politician or administrator, high-ranking corporate executive
6–9	Known in home star system	Jedi Knight, senior military officer, minor crime lord
10–14	Known in many civilized star systems	Jedi Master, ruler of Outer Rim planet, powerful bounty hunter, major crime lord
15–20	Known in all civilized star systems	Ruler of core world, CEO of interstellar corporation
21+	Known galaxywide	Senator, Jedi Council member

commoners count as one-half of a 1st-level character.) No single follower—heroic or not—can have a level higher than half the character's Reputation score (rounded down).

Example: Arani Korden, a 10th-level noble with a Reputation score of 9, decides it's time to build a power base of loyal protectors and servants. Her player rolls an 18 on 1d20, which is modified to 27—a success. Going for a mix of quality and quantity, Arani decides that she wants a single 2nd-level soldier (as a personal bodyguard), six 1st-level toughs (as a private retinue), a 2nd-level diplomat (as her major-domo), and a 3rd-level scoundrel (as a general troubleshooter). The 2nd-level soldier is "worth" 2 levels, the six 1st-level toughs are worth 3 more levels, the 2nd-level diplomat is worth 1 level, and the 3rd-level scoundrel is worth 3 levels, for a total of 9 levels.

After the first successful roll, a character can continue to try to attract additional followers every level thereafter; however, the normal rules for maximum total follower levels apply. Thus, Arani could only try to attract more followers at 11th level if she gained a point of Reputation.

Followers remain loyal to the character unless treated with extreme abuse or disdain (GM's discretion). Followers who leave the character's service (or die while serving) create "open space" under the total level cap. These open spaces can be filled with

> "Lando Calrissian. He's a card player, gambler, scoundrel. You'd like him."
>
> — Han Solo

GOOD, EVIL, OR SOMEWHERE IN BETWEEN

The *Star Wars Roleplaying Game* doesn't care what moral spin you want to give to your character. Most of the adventures we produce will assume that you're playing the good guys, but that doesn't mean you have to. It all depends on the type of character you want to play and the type of campaign your GM wants to run.

If you're playing in the Rise of the Empire era (circa Episode I), we're going to assume that your team works for the Supreme Chancellor of the Senate. If there are Jedi characters in the group, then the team works for both the Chancellor and the Jedi Council (much like Qui-Gon and Obi-Wan were for their mission to Naboo). If you want to play morally neutral or evil characters, then you could be part of a freelance mercenary unit, operatives at the beck and call of a crime lord, or part-owners in a ship that makes legitimate cargo runs as well as the occasional smuggling run as it travels the galaxy (and finds various adventures along the way). Of course, if any of the players are running Jedi characters, only the first option is really viable. Dark Jedi and Force adepts fit into any of the other profiles, however.

If the campaign is set during the Rebellion era (circa Episodes IV, V, and VI), then the assumption is that your team works for the Rebel Alliance. Your GM might focus the campaign on the other side and let you play Imperials working to crush the Rebellion. You can also wind up in the middle, playing smugglers, pirates, or mercenaries willing to take on missions for both sides—as long as the pay is good and the dangers aren't too outrageous.

In The New Jedi Order time frame (about 21 years after the Battle of Endor), you're presumed to be part of the New Republic, with allegiances to Princess Leia and Luke Skywalker's Jedi academy. Conversely, you might work for Councilor Borsk Fey'lya's government, refusing to believe the full extent of the invasion and sure that Leia is simply trying to regain power. You might be on the side of the Jedi Knights or working against them because you agree that they have become too powerful and pose a threat to the galaxy. Or you might be one of the Jedi that follows Kyp Durron's views, seeing Luke Skywalker as old-fashioned and out of touch with the problems of the day. You can also be part of the Imperial remnants or the criminal sector, taking care of your own business until either the Jedi problem or the Yuuzhan Vong get too close for comfort.

With your GM's permission, you can also play against type. Maybe you're a Dark Jedi working with a group of the Supreme Chancellor's operatives. Or maybe you're an Imperial spy who's infiltrated a team of Rebel agents. If the GM is willing to work with you, and you're willing to keep your character's secret and only work against the group when you can get away with it, such a character might make for an interesting exercise. In general, however, it's usually better to play a character that can fit in with the rest of the players' characters.

later successful Reputation checks made to attract additional followers.

Note: The Gamemaster is free to disallow the use of followers, particularly during missions when it simply wouldn't be feasible for a player to run both a main hero and an array of minor characters.

Missions

Rorworr, Sia-Lan Wezz, Deel Surool, and Vor'en Kurn have been given a new mission by Chancellor Palpatine. They've been ordered to investigate rumors that the ruins of a Sith temple have been found on the isolated planet, Puloorn. They start out by making sure their ship is ready for the trip, that they have all the supplies they need, and that they dig out all the information they can uncover about Puloorn. There's not a lot. It's a cold, snow-covered world that has no official settlements. The last official survey report dates back more than a decade and makes no mention of any inhabitants or signs of civilization—ancient or otherwise.

The mission starts with the research and outfitting. Then the team travels through hyperspace to reach distant Puloorn. Along the way, they might run into marauders attempting to highjack their vessel, or an uncharted asteroid field, or some other hazard. When they reach the planet, they must battle the elements as they try to locate the ancient ruins. When they discover that the ruins actually exist (and Sia-Lan gets a bad feeling about the place), the team sets off to explore the dark interior. They may run afoul of dark, twisted creatures drawn to the blackness of the place. Or they might have to deal with the ancient defenses that protect the temple. There may even be a group of cultists using the ruins as a base for their own dark purposes.

When the team has learned enough to make a solid report for the Chancellor and the Jedi Council, or when they've taken enough damage and used up enough supplies to make further exploration too dangerous, they return to their ship and head back to Coruscant. They've learned a lot about themselves and their capabilities, and the mission has made them all stronger, thanks to the experience they have earned.

The rest of this chapter deals with rules that aren't necessarily combat oriented but may come up during the missions your characters take on.

Saving Throws

Generally, when you are subject to an unusual attack or hazard, you get a saving throw to negate or reduce its effect. A saving throw is a 1d20 roll plus a bonus based on

"Secret mission?
What plans? What are you talking about?"
— C-3PO

your class, level, and an ability score. To succeed at a saving throw, you must roll a result equal to or higher than its Difficulty Class (which is determined by the attack or hazard itself). A saving throw automatically fails on a natural 1 or automatically succeeds on a natural 20. The three different types of saving throws are Reflex, Fortitude, and Will.

Reflex saves reflect physical (and sometimes mental) agility. They test your ability to dodge massive attacks or hazards, such as an explosion or a deadfall trap. They incorporate quickness, nimbleness, overall coordination, speed, and reaction time.

Reflex Saving Throw: 1d20 + base save + Dex modifier

Fortitude saves reflect physical toughness. They measure your ability to stand up to massive physical punishment or attacks against your overall health such as poison or disease. They incorporate stamina, ruggedness, physique, bulk, metabolism, resistance, and immunity.

Fortitude Saving Throw: 1d20 + base save + Con modifier

Will saves reflect inner strength. They measure your resistance to mental influence and domination (usually via the Force). They incorporate willpower, mental stability, the power of the mind, level-headedness, determination, self-confidence, self-awareness, and resistance to temptation.

Will Saving Throw: 1d20 + base save + Wis modifier

Movement

Characters spend a lot of time getting from one place to another. The GM moderates the pace of a game session, so he or she determines when movement is so important that it's worth measuring. During casual scenes, you usually won't have to worry about movement rates. If your character arrives at a new spaceport and takes a stroll to get a feel for the place, no one needs to know exactly how many rounds or minutes the circuit takes.

GM ADVICE: SAVE OR CHECK?

A character slips and falls. He tries to catch himself on a ledge, while another character reaches forward, attempting to catch him. Are these Reflex saves or Dexterity checks?

The answer to the above question is "both." The character attempting to save himself makes a Reflex save. The character trying to grab him makes a Dexterity check.

Key Concept #1: Checks are used to accomplish something, while saves are used to avoid something.

Key Concept #2: Checks don't always reflect level. Saves always do. This is a subtle but important point. If something seems like it should be easier for a high-level character, use a saving throw. If it seems like the task should be the same for anyone, just based on an ability, use a check. For example, forcing open a door is merely a reflection of strength. Thus, it's a Strength check. The middle ground is a skill check, such as a Climb check to get back up from the ledge. A Climb check reflects level only if the character has ranks in the skill.

There are four movement scales in the game:

- Tactical, for combat, measured in meters per round
- Local, for exploring an area, measured in meters per minute
- Overland, for getting from place to place on a planet, measured in kilometers per hour or day
- Space, for getting from planet to planet, measured in light years per hour or day

Modes of Movement

While moving at the different movement scales, characters generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at five kilometers per hour for an unencumbered Human.

Hustle: A hustle is a jog covering about ten kilometers per hour for an unencumbered Human. Taking two move actions in a round represents a hustle.

Run (×3): Moving three times your standard speed is a running pace for a character in heavy armor. Run is a full-round action.

Run (×4): Moving four times your standard speed is a running pace for a character in light, medium, or no armor. Run is a full-round action.

Hampered Movement

Obstructions, bad surface conditions, or poor visibility can hamper movement. The GM determines the category that a specific condition falls into (see Table 6–8: Hampered Movement). When movement is hampered, multiply the

standard distance by the movement penalty (a fraction) to determine the distance covered. For example, a character that could normally cover 20 meters with a double move (hustle) can only cover 10 meters if moving through undergrowth.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply. For instance, a character that could normally cover 20 meters with a double move (hustle) could only cover 5 meters moving through thick undergrowth in fog (one-quarter as far as normal).

Table 6-7: Movement and Distance

		– Speed –	
One Round (Tactical)	***4 m***	***6 m***	***10 m***
Walk	4 m	6 m	10 m
Hustle	8 m	12 m	20 m
Run (×3)	12 m	18 m	30 m
Run (×4)	16 m	24 m	40 m
One Minute (Local)			
Walk	40 m	60 m	100 m
Hustle	80 m	120 m	200 m
Run (×3)	120 m	180 m	300 m
Run (×4)	160 m	240 m	400 m
One Hour (Overland)			
Walk	2 km	3 km	5 km
Hustle	4 km	6 km	10 km
Run	–	–	–
One Day (Overland)			
Walk	16 km	24 km	40 km
Hustle	–	–	–
Run	–	–	–

Table 6-8: Hampered Movement

Condition	***Example***	***Movement Penalty***
Obstruction		
Moderate	Undergrowth	×3/4
Heavy	Thick undergrowth	×1/2
Surface		
Bad	Steep slope or mud	×1/2
Very bad	Deep snow	×1/4
Poor visibility	Darkness or fog	×1/2

Tactical Movement

Use tactical speed for combat, as detailed in Chapter 8: Combat. Characters generally don't walk during combat—they hustle or run. A character that moves his or her speed and takes some action, such as attacking, is hustling for about half the round and doing something else the other half.

Local Movement

Characters exploring an area use local movement, measured in minutes.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for about a minute or two before having to rest for a minute (see Run, page 109).

Overland Movement

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For vehicles, it represents a full 24 hours. (If a vehicle isn't operated for a full 24 hours, multiply the distance by the fraction of the day the vehicle was moving.)

In general, each meter per round in tactical speed equates to half a kilometer per hour in overland speed. Thus, a character with a speed of 10 meters walks 5 kilometers in an 8-hour day, while a landspeeder (with a speed of 400) can travel 4,800 kilometers per 24 hours of travel.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking farther than that can wear you out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling a second hour in between sleep cycles causes the character to lose 1 vitality point, and each additional hour causes twice the damage taken during the previous hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or day (see Table 6–9: Terrain and Overland Movement). Travel is quickest on a highway, followed by on a road (or trail), and least quick through trackless terrain. A highway is a straight, major, paved road. A road is typically a narrow highway. A trail is a dirt track that allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. He or she spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond eight hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character loses 1d6 vitality points. The character can't recover this damage normally until he or she halts and rests for at least 4 hours. It's possible for a character to march into unconsciousness by pushing too hard.

Mounted Movement: A mount can walk at its listed speed. A mount bearing a rider can move at a hustle. It can also be force-marched, but it automatically fails its Constitution checks.

Vehicle Movement: See Chapter 10: Vehicles for information on vehicle movement.

Table 6-9: Terrain and Overland Movement

Terrain	Highway	Road	Trackless
Plains	×1	×1	×1
Scrub, rough	×1	×1	×3/4
Forest	×1	×1	×1/2
Jungle	×1	×3/4	×1/4
Swamp	×1	×3/4	×1/2
Hills	×1	×3/4	×1/2
Mountains	×3/4	×1/2	×1/4
Sandy desert	×1	—	×1/2
Ice, snow	×3/4	×1/2	×1/4

Encumbrance

Encumbrance rules determine how much a character's equipment slows him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight. Bear in mind, we don't see a lot of evidence in the *Star Wars* movies of characters carrying loads of equipment or wearing tons of armor. It just isn't done. More often, extra equipment is stored in a ship and retrieved when needed.

Encumbrance by Armor

Your armor (as shown on Table 7-3: Armor) defines your maximum Dexterity bonus to Defense, your armor check penalty, your speed, and how fast you move when you run. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries, such as weapons and medpacs, won't slow your character down any more than his or her armor already does.

If your character is weak or carrying a really heavy load, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object, such as a pack full of survival gear or an unconscious comrade.

Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than any armor already does), total the weight of all the armor, weapons, and gear the character is carrying. Compare this total to the character's Strength on Table 6-10: Carrying Capacity. Depending on how the weight compares to your carrying capacity, you will be carrying a light, medium, or heavy load. Like armor, your load gives you a maximum Dexterity bonus to Defense, a check penalty (which works like an armor check penalty), speed, and a run factor, as shown on Table 6-11: Carrying Loads. Carrying a light load does not encumber a character.

If you are wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

Lifting and Dragging

A character can lift up to the heavy load weight over his or her head.

A character can lift up to double the heavy load weight off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can only move 2 meters per round (as a full-round action).

A character can generally push or drag along the ground up to five times the heavy load weight. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Bigger and Smaller Creatures

The figures on Table 6-10: Carrying Capacity reflect Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (×2), Huge (×4), Gargantuan (×8), and Colossal (×16). Smaller creatures can carry less weight depending on size category: Small (3/4), Tiny (1/2), and Diminutive (1/4).

Tremendous Strength

For Strength scores not listed, determine the carrying capacity this way: Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Table 6-10: Carrying Capacity

Strength Score	Light Load*	Medium Load*	Heavy Load*
1	1.5 kg	3 kg	5 kg
2	3 kg	6.5 kg	10 kg
3	5 kg	10 kg	15 kg
4	6.5 kg	13 kg	20 kg
5	8 kg	16.5 kg	25 kg
6	10 kg	20 kg	30 kg
7	11.5 kg	23 kg	35 kg
8	13 kg	26.5 kg	40 kg
9	15 kg	30 kg	45 kg
10	16.5 kg	33 kg	50 kg
11	19 kg	38 kg	57.5 kg
12	21.5 kg	43 kg	65 kg
13	25 kg	50 kg	75 kg
14	29 kg	58 kg	87.5 kg
15	33 kg	66.5 kg	100 kg
16	38 kg	76.5 kg	115 kg
17	43 kg	86.5 kg	130 kg
18	50 kg	100 kg	150 kg
19	58 kg	116.5 kg	175 kg
20	66.5 kg	133 kg	200 kg
21	76.5 kg	153 kg	230 kg
22	86.5 kg	173 kg	260 kg
23	100 kg	200 kg	300 kg
24	116.5 kg	233 kg	350 kg
25	133 kg	266.5 kg	400 kg
26	153 kg	306.5 kg	460 kg
27	173 kg	346.5 kg	520 kg
28	200 kg	400 kg	600 kg
29	233 kg	456.5 kg	700 kg
+10	×4	×4	×4

** Up to the weight shown*

Table 6-11: Carrying Loads

Max Load	Dex	Check Penalty	–Speed– (10m)	(6m)	Run
Medium	+3	–3	6m	4m	×4
Heavy	+1	–6	6m	4m	×3

CHAPTER SEVEN

EQUIPMENT

In a galaxy of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this chapter are available through legitimate arms and equipment traders. Some items might be particularly scarce or abundant, depending on the era in which your campaign is set. A few items can only be found in specific locales and may not be available for purchase. Others are exceedingly rare due to legalities, cost, supplies, or just by the nature of the item—lightsabers, for example, aren't bought and sold on the open market. Also, different corporations, planets, and species might have their own versions of standard equipment—perhaps even multiple versions. In general, these variations are purely cosmetic.

Money

The galactic economy turns on the wealth and products of billions of worlds. Throughout the history of known space, money has gone by many names, but the basic unit always came back to the "credit." As the Republic waned and the Rise of the Empire approached (around the time of *The Phantom Menace*), Republic credits (also called "dataries") no longer had much value beyond the Core Worlds and the Inner Rim. Sure, you could find a merchant willing to accept them somewhere in the Expansion Region, but good luck trying to spend Republic credits anywhere in the Outer Rim Territories. Instead, local currencies became popular. More often, people living and working in the distant regions wanted to trade in hard currency, not electronic credit chips.

This changed when the Empire came to power. By the time of the Rebellion era (circa Episodes IV, V, and VI) Imperial credits were accepted everywhere. Even the Alliance used this currency, as it was the standard throughout known space until the Empire finally fell.

The New Republic, of course, minted its own credits after the victory at Endor and the establishment of the new galactic government. However, individual planets, regions, and sectors also adopted their own currencies, and the Imperial remnants issued their own scrip. Exchange rates fluctuated wildly throughout this period. The New Republic credit was established ten years after the Battle of Endor, and eventually emerged as the leading currency by the time of The New Jedi Order.

Carrying Credits

The most common method for keeping track of your credits during the Rise of the Empire era is carrying a *credit chip*. It contains memory algorithms that can securely monitor the amount of credits available and accurately add to and subtract from that amount as transactions occur. In later years, the credit chip is replaced by the *cred stick*, a pen-sized device that functions like the card-sized chip but takes up less space.

Electronic vouchers, corporate and bank notes, and even stocks are also available, but any electronic device can be traced. For this reason, many criminal elements (including the Alliance during the Rebellion era) use physical coins or bars of precious metals to avoid the telltale sign of electronic exchanges.

"Republic credits?
Republic credits are no good out here."

— Watto, Toydarian Merchant

What you carry around depends on the campaign era, the type of character you're playing, and the rules your Gamemaster establishes about the campaign world.

Wealth Beyond Credits

Some characters with access to a ship deal in commodities. Han Solo, for example, smuggled goods from place to place before hooking up with the Rebel Alliance. Other characters might be legitimate traders, buying and selling commodities to pay their way across the galaxy (and subsidize the adventures in which they wind up participating). Guilds and governments regulate trade. Charters and licenses are granted, cargo is regularly inspected, trade routes are established, and port fees are posted. In general, small freighters might come to the attention of local ports and the occasional inspection vessel, but independent traders are otherwise given a lot of freedom when they conduct their business.

The commodities listed on Table 7–1: Trade Goods represent baseline prices for fairly broad categories of goods. The Gamemaster can get more specific, add items depending on supply and demand in the campaign, and adjust prices to reflect such fluctuations in the market. Also, prices can vary greatly in different regions of space, different star systems, and even between different planets within the same star system.

Table 7-1: Trade Goods

Commodity	Cost
Animal, common	100 credits
Animal, exotic	2,000 credits
Animal, livestock	500 credits
Art	1,000 credits
Food, common, 1 kg	10 credits
Food, quality, 1 kg	20 credits
Food, exotic, 1 kg	50 credits
Fuel, 1 kg	50 credits
Gems, semiprecious, 1 kg	100 credits
Gems, precious, 1 kg	1,000 credits
Holovid	20 credits
Ore, common, 1 kg	200 credits
Ore, rare, 1 kg	2,000 credits
Spice*, 1 kg	1,000 credits
Textiles, 1 meter	10 credits
Water, 1 kg	10 credits

** Illegal substance.*

Selling Items

Sometimes, you're going to come into possession of an item that you don't want. We're not talking about commodities here—commodities are valuable goods that can easily be exchanged almost like cash—but individual items from the lists presented later in this chapter. In general, a merchant will buy used equipment at half its listed price. If you have a blaster and want to upgrade to a heavy blaster pistol, you can sell the smaller blaster for half price. Use of the Diplomacy skill can affect this amount.

Weapons

The galaxy is a dangerous place. Most people have access to some kind of weapon, and those who travel the space lanes often carry a blaster or some other weapon as a means of defense. A weapon's legality depends on where you are. No one would look twice at a character wearing a blaster at his side on the streets of Mos Espa or Nar Shaddaa. The same character would do well to conceal it while visiting the gleaming metropolis of Coruscant.

Weapon Categories

Weapons are grouped into three types of categories: the feat needed for proficiency (simple weapons, blaster pistols, blaster rifles, etc.), whether the weapon is used for close combat (melee) or distance attacks (ranged), and its size

"Credits will do fine."

—Qui-Gon Jinn

(Small, Medium-size, or Large). Each proficiency category corresponds to a feat. Each character class gets one or more of these Weapon Group Proficiencies to start; others can be added later when a character gains a new feat.

Simple Weapons

Simple weapons require almost no special training to use, and all classes start out proficient in them. Simple weapons include clubs, knives, and grenades.

Blaster Pistols

Blaster pistols (commonly called blasters) are ranged energy weapons that can be fired with one hand. This type of weapon is one of the most basic firearms in the *Star Wars* universe. All classes start out proficient in the use of blasters. The GM may rule that an Ewok can't begin play with this proficiency, but must spend a feat to gain it.

Blaster Rifles

Blaster technology in rifle form allows for greater range and additional firepower, but requires two hands to use. Soldiers and scouts start out proficient in the use of blaster rifles.

Heavy Weapons

Large, powerful energy weapons that require either a brace or tripod to operate fall under the category of heavy weapons. Soldiers start out proficient in the use of heavy weapons.

Vibro Weapons

A class of bladed, powered melee weapons, vibro weapons are among the deadliest items in anyone's close combat arsenal.

WEAPON CHARACTERISTICS

The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use.

Light: If the weapon's size category is smaller than your size (a Human using a Small weapon, such as a hold-out blaster), then the weapon is considered light. A light weapon is easier to use in your off hand. You can use it with one hand, but you get no special bonus if you use two hands.

One-Handed: If the weapon's size category is the same as your size (a Human using a Medium-size weapon, such as a blaster pistol), then the weapon is one-handed.

Two-Handed: If the weapon's size category is one step larger than your size (a Human using a Large weapon, such as an E-Web Blaster), then the weapon requires two hands to use (and maybe a special mount, such as a tripod).

Too Large to Use: If the weapon's size category is two or more steps larger than your size (an Ewok using an E-Web Blaster), the weapon is too large to use. The exception to this is vehicle-mounted weapons, which are housed in a unit that aids in their use.

A vibro weapon consists of a mundane-looking blade with an ultrasonic generator in the hilt or handle. The ultrasonics reverberate along the blade edge. The user gets greater cutting power with less effort. Vibro applications are seen in a variety of cutting tools, from industrial-sized cutters to small scalpels used by artisans and surgeons. Offensive versions were a natural evolution of the technology, from Small vibroknives to Medium-size vibroblades to Large vibroaxes. Soldiers start out proficient in the use of vibro weapons.

Exotic Weapons

Unlike other weapon groups, you must select the Exotic Weapon Proficiency each time you want to learn how to use a different exotic weapon. Exotic weapons include lightsabers, swords, bowcasters, gaffi sticks, and cestas. Each selection of the feat represents proficiency in a different exotic weapon.

Note that exotic weapons are hard to come by and may not even be available in many cases. The prices shown are for comparison purposes or for characters with the Craft skill who want to build such an item. Lightsabers, bowcasters, gaffi sticks, and cestas aren't usually found on the open market and normally can't be purchased.

Primitive Weapons

In an increasingly technological society, non-tech or low-tech items see less and less use. Primitive weapons include bows and arrows, and slings. Force Adepts start out with this proficiency, and Ewoks get the feat for free.

Slugthrowers

A class of primitive projectile weapons, slugthrowers hurl physical bullets instead of packets of coherent light. Used primarily on frontier settlements or pre-spacefaring worlds, this proficiency covers both pistol and rifle slugthrowers. No classes start out with this proficiency.

Melee Weapons

These are among the simplest weapons of all. Used in close combat, melee weapons inflict bashing, slicing, or piercing damage, depending on the weapon's design. Some combine powered components to augment or even replace the user's own strength. Many types of melee weapons are widely available and have few governmental or legal restrictions. Civilians, law enforcement agents, and military personnel alike carry these items.

A character's Strength bonus is always added to a melee weapon's attack roll and damage roll.

Atlatl

A Gungan weapon, the atlatl adds speed and power as an extension of a throwing arm, allowing the user to hurl energy balls farther than with just an unaided toss. If forced into close combat, the wielder can use the atlatl as a club.

Cesta

Another Gungan weapon, the cesta is a flexible pole used to hurl small energy balls. It has a longer range than the atlatl, but is less accurate. It can also be used as a staff-like melee weapon.

Club

Clubs are among the most ancient weapons. While the materials used to manufacture them may have improved over the centuries, they still function the same way—powered by the wielder's brute strength, clubs break an opponent's bones, or worse. They are the favored weapons of thugs. Batons (a variety of the club) are used by police forces on relatively peaceful worlds in crowd-control situations.

Combat Gloves

A pair of padded gloves provides extra hitting power thanks to their weight and the materials used to construct them. Anyone who expects to get into a fistfight or brawl probably wants to wear combat gloves.

Force Pike

Force pikes are 2-meter-long poles topped with power tips. They're made of a flexible material that bends rather than breaks when put under pressure. A two-setting power dial located near the bottom of the pike allows the user to set the weapon for "lethal" or "stun."

Primarily a vibro weapon, the force pike can deliver an electrical shock through its tip. Even a glancing blow by one of these weapons has the potential to inflict serious harm on a target when the pike is set to "lethal."

Diplomatic honor guards often carry force pikes. Some system governments have adopted them for use in crowd-control situations where blaster fire may be inappropriate.

A force pike requires two energy cells to operate.

Table 7-2: Weapons

Melee Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Stun Damage /Fort DC*	Type	Size	Group
Unarmed	–	1d3	**	–	–	–	Bludgeoning	–	None
Unarmed (Small)	–	1d2	**	–	–	–	Bludgeoning	–	None
Atlatl	50	2d4 †	20	10 meters ††	1.5 kg	–	Bludgeoning	Medium	Exotic
Cesta	100	2d4 †	20	20 meters ††	1.8 kg	–	Bludgeoning	Large	Exotic
Energy balls (10)	200	2d8 ‡	–	–	.35 kg	–	Energy	Small	Exotic
Club/baton	15	1d6	20	2 meters	1.5 kg	–	Bludgeoning	Medium	Simple
Combat gloves	200	1d4	**	–	1 kg	–	Bludgeoning	Medium	Simple
Force pike	500	2d8	20	–	1.8 kg	1d6/DC 15	Slashing	Large	Vibro
Gaderffii	50	1d8/1d6	20	–	2 kg	–	Slashing/Piercing	Large	Exotic
Knife	25	1d4	20	2 meters	1 kg	–	Piercing	Small	Simple
Lightsaber	3,000	2d8	19–20	–	1 kg	–	Energy	Medium	Exotic
Lightsaber, double	7,000	2d8/2d8	19–20	–	2 kg	–	Energy	Medium	Exotic
Quarterstaff	65	1d6/1d6	20	–	1.8 kg	–	Bludgeoning	Large	Simple
Spear	60	1d8	20	4 meters	1.5 kg	–	Piercing	Medium	Primitive
Stun baton	500	–	–	–	1.8 kg	1d6/DC 12	Bludgeoning	Medium	Simple
Vibro-ax	500	2d10	20	–	11 kg	–	Slashing	Large	Vibro
Vibroblade	250	2d6	20	–	1.8 kg	–	Slashing	Medium	Vibro
Vibrodagger	200	2d4	20	–	1 kg	–	Slashing	Small	Vibro

** When set on stun, weapon deals a minimal amount of damage and forces a Fortitude save or target falls unconscious for 2d6 rounds*

*** Unarmed attacks can't inflict critical hits unless the user has the Martial Artist feat*

† When used as a melee weapon

†† Range increment for hurling energy balls

‡ Damage when hurled from cesta or atlatl

Ranged Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Stun Damage /Fort DC*	Type	Size	Group
Blaster pistol	500	3d6	20	10 meters	1 kg	1d6/DC 15	Energy	Small	Blaster pistols
Blaster, heavy	750	3d8	20	8 meters	1.3 kg	1d8/DC 18	Energy	Medium	Blaster pistols
Blaster, hold-out	300	3d4	20	4 meters	0.5 kg	1d4/DC 10	Energy	Small	Blaster pistols
Blaster, sporting	300	3d4	20	8 meters	1 kg	1d4/DC 12	Energy	Small	Blaster pistols
Ion gun, pistol	250	3d6	20	8 meters	1 kg	–/DC 15	Energy	Small	Blaster pistols
Blaster carbine	900	3d8	19–20	20 meters	2.2 kg	–	Energy	Medium	Blaster rifles
Blaster rifle	1,000	3d8	19–20	40 meters	4.5 kg	–	Energy	Medium	Blaster rifles
Blaster rifle, sport	800	3d6	19-20	40 meters	4 kg	–	Energy	Medium	Blaster rifles
Blaster, lt. repeat	2,000	3d8	19-20	40 meters	6 kg	–	Energy	Large	Blaster rifles
Ion gun, rifle	800	3d8	19–20	30 meters	3.1 kg	–/DC 18	Energy	Medium	Blaster rifles
Grenade, frag	200	4d6/2d6**	–	4 meters (4)	0.5 kg	–	Slashing	Tiny	Simple
Grenade, stun	250	–	–	4 meters (4)	0.5 kg	1d6/1d4** DC 15/12	Energy	Tiny	Simple
Thermal detonator	2,000	8d6/4d6**	–	4 meters (8)	0.5 kg	–	Energy	Tiny	Simple
Net	25	See entry	–	2 meters	4.5 kg	–	See entry	Medium	Primitive
Sling	35	1d4	20	6 meters	0.3 kg	–	Bludgeoning	Small	Primitive
Bullets (10)	5	–	–	–	1 kg	–	–	Tiny	Primitive
Bow	300	1d8	20	12 meters	1.4 kg	–	Piercing	Medium	Primitive
Arrows (10)	20	–	–	–	0.8 kg	–	–	Medium	Primitive
Slugthrower, pistol	275	2d6	20	10 meters	1.4 kg	–	Piercing	Small	Slugthrowers
Slugthrower, rifle	300	2d8	20	20 meters	4 kg	–	Piercing	Medium	Slugthrowers
Bowcaster	1,500	3d10	19–20	10 meters	8 kg	–	Energy	Large	Exotic
Quarrels (10)	400	–	–	–	1 kg	–	–	Small	Exotic
Blaster cannon	3,000	4d8	19–20	40 meters	18 kg	–	Energy	Large	Heavy
Blaster, hvy. repeat	4,000	4d8	19–20	30 meters	12 kg	–	Energy	Large	Heavy
Blaster, E-Web	8,000	6d8	19–20	80 meters	38 kg	–	Energy	Large	Heavy

** When set on stun, weapon deals a minimal amount of damage and forces a Fortitude save or target falls unconscious for 2d6 rounds*

*** A grenade or thermal detonator deals the first damage on a direct hit (the 2-meter-by-2-meter square in which it explodes) and the second damage to all within the burst radius (listed in parentheses under Range)*

SET YOUR WEAPON ON STUN!

Any weapon that has a stun setting can be set to deal nonlethal damage. (Table 7–2: Weapons lists whether or not a specific type of weapon has a stun setting.) When a character is hit by a weapon set to stun, the character takes a minimal amount of damage and must make a Fortitude saving throw. The DC for the Fortitude save depends on the type of weapon (see Table 7–2: Weapons). If the character fails the Fortitude save, he is rendered unconscious for 2d6 rounds. Stun attacks using a ranged weapon are limited to a single range increment.

Note that only lethal weapons can score critical hits; a weapon set on stun can't score a critical hit.

Gaderffii (gaffi stick)

The gaderffii (colloquially known as a "gaffi stick") is the traditional weapon of the Tusken Raiders of Tatooine. They craft gaderffii from scrap metal scavenged from wrecked or abandoned vehicles and machinery in the Tatooine wastes. A combination spear and axe, the gaffi stick is equally suitable for thrusting and slashing, as well as serving to parry an opponent's blows.

A gaderffii is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 138).

Knife

While many weapons rely on highly advanced technology, knives still see wide use. Cheap to manufacture and easy to conceal, knives don't need power packs. The sharp blade cuts and slashes according to the wielder's own strength and skill. A knife is completely silent and serves well in close-combat skirmishes.

Lightsaber

The lightsaber, simple in design yet difficult to wield and master, features a handgrip hilt that projects a blade of pure energy. This blade is generated by an energy cell and focused through crystals within the hilt. The saber can cut through most materials, except another lightsaber blade. Some tougher materials require time and effort to slice through, such as a starship blast door. Because only the handgrip has any weight, unskilled users have difficulty judging the position of the blade. They are as likely to injure themselves as harm their opponents. The lightsaber's true potential becomes apparent in the hands of a fully trained Jedi Knight. The trained Jedi can defend and attack with the weapon, deflecting blaster bolts or striking opponents with the glowing blade.

The traditional weapon of the Jedi, the lightsaber stands as a symbol of their skill, dedication, and authority. Even in the days of the Rebellion, when the Jedi were all but

extinct, the person carrying and using a lightsaber was afforded a high degree of respect.

A lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell).

Lightsaber, double-bladed

The double-bladed lightsaber consists of two sabers fused at their hilts. These weapons are rare and require even greater skill to wield than single-bladed lightsabers. One blade of the double lightsaber can be ignited at a time, or both blades can be ignited to create a truly deadly lightsaber staff.

A double-bladed lightsaber is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 138). The double-bladed lightsaber must be wielded in two hands.

A double-bladed lightsaber requires two special energy cells to operate (the cost of each is ten times the price of an ordinary energy cell).

> "Your father's lightsaber. This is the weapon of a **Jedi Knight.**"
>
> —Obi-Wan Kenobi

Quarterstaff

A simple weapon, a quarterstaff is made of wood, plasteel, or a metal alloy. A user can strike with either end of the quarterstaff, taking full advantage of any openings in an opponent's defenses.

LIGHTSABERS AND HARDNESS

Lightsabers ignore the hardness bonus of an object when inflicting damage. See "Attack an Object" in Chapter 8: Combat for information on object hardness. (This does not affect a lightsaber-wielding character's chance to hit in combat or damage dealt against an opponent.)

A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 138).

Spear

A common weapon used by hunters and warriors in primitive cultures, it is a long wooden pole with a sharp end fashioned from stone or metal. Members of more advanced cultures enjoy using spears for sport, though these are usually constructed out of a durable metal alloy. Some are even balanced for throwing.

Stun Baton

A short club with a power pack in the handle, the stun baton can be activated to produce a stunning charge when it strikes a target. Stun batons provide a nonlethal method for subduing troublemakers.

A stun baton requires an energy cell to operate.

Vibro-Ax

This powerful vibro weapon features an energy cell that causes the specially seated blade to vibrate rapidly when activated. This gives the weapon far greater cutting power than a standard axe, with minimal effort from the wielder. These weapons are illegal on most Core Worlds.

A vibro-ax requires two energy cells to operate.

Vibroblade

The vibroblade is a close-combat weapon favored by soldiers and mercenaries throughout the galaxy. It resembles a short sword with a high-tech look and feel. The energy cell powers the blade-edge vibrations that make this weapon so deadly. Vibroblades are illegal in most urban areas.

A vibroblade requires an energy cell to operate.

Vibrodagger

Assassins and petty thugs favor the smallest of the vibro weapons, the vibrodagger. A number of civilians carry it for defense. It alone among vibro weapons is subject to very little regulation, as it is viewed as a common tool for sportsmen and explorers. As with other vibro weapons, an energy cell produces rapid vibrations along the specially seated blade edge, giving the vibrodagger extra cutting power for relatively little extra effort on the part of the user.

A vibrodagger requires an energy cell to operate.

Ranged Weapons

At any given time, there are hundreds of manufacturers creating and marketing a wide array of ranged weapons. These weapons run the gamut from small, concealable handheld weapons to tripod-mounted cannons that require a crew to transport and operate.

All ranged weapons apply the wielder's Dexterity bonus or penalty as a modifier to the attack roll. Any attack at less than the range increment distance is not penalized for range. However, each full range increment causes a cumulative –2 penalty to the attack roll. Most ranged weapons have a maximum range of ten increments, while strength-powered ranged weapons (thrown weapons, bows, or slings) have a maximum range of five increments.

BLASTERS

For centuries, the most common ranged weapon has been the blaster. The blaster comes in a wide variety of sizes and styles, each with a varying degree of firepower. Blasters fire bolts of intense coherent light. Some models can be adjusted to fire stunning bolts or lethal blasts.

Private citizens, armed forces, and virtually every police force, criminal organization, and paramilitary institution in known space use blasters. Many systems have laws that restrict the possession of blaster pistols, but few outlaw them entirely, and special permits can often be obtained. Note that characters most often colloquially use the word "blaster" to specifically refer to a blaster pistol.

All blasters have multifire capability (see Chapter 8: Combat).

A blaster's power pack provides the energy to create the light bolts it fires. A power pack allows a blaster to fire a certain number of times, depending on the size of the weapon and how much energy each shot requires.

If you don't want the hassle of keeping track of ammo, use this rule: Whenever a player rolls a natural 1 on an attack roll (a 1 comes up on the 1d20 roll), the blaster's power pack runs out of energy. On the character's next turn, he or she spends a move action to slap in a fresh power pack.

Blaster Carbine

This smaller than normal blaster rifle has a short barrel and compact two-handed grip, making it look more like a long pistol than a rifle.

A blaster carbine requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Cannon

Portable blaster cannons (about the size of real-world bazookas) fire powerful bolts of energy. Often used as an antivehicle weapon, the blaster cannon has the range and power to inflict devastation on troops and structures alike.

A blaster cannon requires a power pack to operate. After 6 shots, the power pack must be replaced.

Blaster, E-Web Repeating

The E-Web repeating blaster can't be fired except on a tripod mount. It provides good fire support for infantry, but requires a three-man crew to operate. E-Web blasters are strictly regulated for military use. The E-Web repeating blaster only operates in multifire or autofire mode, though its design provides a smaller penalty than other blaster weapons used in such fashion (–2 for multifire, –4 for autofire instead of the normal –4, –6; see pages 145–146). A team of snowtroopers on Hoth used an E-Web in *The Empire Strikes Back*.

An E-Web repeating blaster requires a power generator to operate. The power generator provides nearly unlimited firepower, though it must be allowed to cool down after 500 shots or so.

Blaster, Heavy Repeating

The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster only operates in multifire or autofire mode, though its design provides a smaller penalty than for other blaster weapons used in such fashion (–2 for multifire, –4 for autofire instead of the normal –4, –6; see pages 145–146). If a Medium-size character uses the weapon without a tripod or other mount, the multifire or autofire penalties are normal (–4 and –6).

A heavy repeating blaster requires a power pack to operate. After 20 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

Blaster, Light Repeating

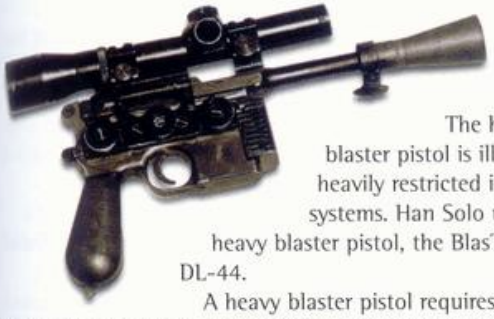
The light repeating blaster is the largest rifle-style weapon carried by military personnel. Highly restricted, the light repeating blaster only operates in multifire or autofire mode, although its design provides a smaller penalty than other blaster weapons used in such fashion (–2 for multifire, –4 for autofire instead of the normal –4, –6; see pages 145–146).

A light repeating blaster requires a power pack to operate. After 30 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use.

> "I want them alive. No disintegrations."
>
> —Lord Darth Vader

Blaster Pistol, Heavy

Heavy blaster pistols were invented to provide the sort of firepower one expects from a blaster rifle, but in a compact, more easily carried handgun. Its range is shorter than a normal blaster pistol. The weapon produces additional "punch" by drawing more heavily on its power pack, reducing the number of shots.



The heavy blaster pistol is illegal or heavily restricted in most systems. Han Solo uses a heavy blaster pistol, the BlasTech DL-44.

A heavy blaster pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Pistol, Hold-Out

Small, palm-sized blasters see widespread use in weapon-restricted areas. Most aren't large enough to use regular power packs. Hold-out blasters are commonly found in the possession of undercover agents, gamblers and other scoundrels, nobles seeking to protect themselves, and even more lethal characters, who carry them as back-up firepower.

A hold-out blaster requires an energy cell to operate. After 6 shots, the energy cell must be replaced.

Blaster Pistol

The common blaster pistol doesn't exist. The word "blaster" is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blasters are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package. Ownership of blaster pistols is regulated in many systems. Visitors may be required to leave their weapons onboard their ships or secure special carrying permits while on a planet under such a regulation (such as Coruscant).

A blaster pistol requires a power pack to operate. After 100 shots, the power pack must be replaced.

Blaster Pistol, Sporting

This short, compact blaster is used for small-game hunting or personal defense. Princess Leia Organa was armed with a sporting blaster when she first appeared in *A New Hope*.

A sporting blaster requires a power pack to operate. After 100 shots, the power pack must be replaced.

Blaster Rifle

The basic blaster rifle is standard issue to soldiers across the galaxy. It features a retractable stock and is illegal for civilians to own in most planetary systems. During the Rebellion era, the Empire's typical stormtrooper carried a blaster rifle.

A blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Rifle, Sporting

Sporting blaster rifles are popular with the galactic elite, as well as inhabitants in isolated colonies. Sporting blaster rifles are legal in most systems, although special permits must be obtained to carry them on many Core Worlds. Luke used a sporting blaster rifle to "bullseye womp rats in his T-16" on Tatooine.

A sporting blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

Bow

The bow is a typical hunter's weapon on low-tech worlds, but is also used for sport on high-tech planets. A primitive bow and its arrows are made of wood with metal or stone augmentations, while more advanced versions tend to be

manufactured from durable, lightweight composite materials.

The wielder's Strength bonus or penalty applies to damage with a bow.

Bowcaster

The bowcaster, or "laser crossbow," is crafted exclusively by the Wookiees of Kashyyyk. Made of a fusion of modern and ancient technologies, it appears to fire blaster bolts. Actually, the weapon hurls an explosive energy quarrel at incredible speed, much like an archaic rail gun.

A bowcaster must be cocked between each shot. This resets the metal bowstring and loads another quarrel onto the firing rail. Only someone with a Strength of 13 or higher can use this weapon.

Bowcasters play an important role in a Wookiee's rite of passage. They are either earned by great deeds or constructed as part of the coming-of-age rituals. Some are decorated with clan markings or intricate carvings depicting monumental events in the owner's life.

Reloading a bowcaster requires a move action and a Strength check (DC 15).

EXPLOSIVE CHARGES

Sometimes a mission calls for the use of more powerful explosives than either grenades or thermal detonators. Explosive charges fill the bill nicely. These explosives aren't ranged weapons and can't be used like grenades. An explosive charge is a metal cylinder that must be set using the Demolitions skill (DC 10). Failing a skill check, or setting a charge without using the skill, means that the charge only delivers the second damage (shown after the slash).

When set and activated, the charge's timer begins counting down. Standard timers can be set with as much as an hour delay. Longer delays require specialized timers. An explosive charge delivers a lot of destructive energy to a specific point, making it perfect for demolishing structures or clearing rubble. It causes minimal damage beyond its target point, within 2 meters of the concentrated blast. Of course, collateral damage and subsequent explosions usually accompany the use of an explosive charge.

Explosive charges are highly restricted, usually only available to military or law enforcement specialists or specialized construction units. Han Solo and his strike team use explosive charges to take out the shield generator on Endor in *Return of the Jedi.*

Weapon	Size	Cost	Damage	Range Increment	Critical	Weight	Type	Group
Explosive Charge	Tiny	3,000	10d6/2d6	–	–	8 kg.	Energy	–

> "How typical."
> —C-3PO

Grenade, Frag

Fragmentation grenades, like most explosives, are highly restricted. Even combat units prefer to rely on multishot blasters instead of these toss-and-forget one-shots. The standard frag grenade unleashes metal shrapnel with explosive force, slicing up anyone within the blast radius. It is designed to explode on contact after it is thrown, effectively dealing damage the same round it is hurled. A grenade cannot inflict a critical hit.

A frag grenade deals the first damage listed on Table 7–2: Weapons to anyone within its direct hit square (the 2-meter-by-2-meter square in which it detonates). The second damage listed is dealt to anyone within the blast radius (the parenthetical number shown under the Range entry). Anyone caught in the blast radius can make a Reflex saving throw (DC 15). A successful save reduces the damage dealt to a character to one-half, always rounding down.

Grenade, Stun

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and even local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that deals a minimal amount of damage and renders anyone within the blast radius unconscious (unless they make a Fortitude save, see below). It is designed to explode on contact after it is thrown, effectively dealing damage the same round it is hurled. A grenade cannot inflict a critical hit.

A stun grenade deals the first stun damage listed on Table 7–2: Weapons to anyone within its direct hit square (the 2-meter-by-2-meter square in which it detonates). The second damage listed is dealt to anyone within the blast radius (the parenthetical number shown under the Range entry). Anyone caught in the blast must make a Fortitude saving throw (DC 15 for a direct hit, or DC 12 in the surrounding radius). If the save fails, the character is rendered unconscious for 2d6 rounds (see the sidebar on Stuns, page 117).

There is no Reflex save against a stun grenade.

Ion Gun

The personal ion gun comes in two forms, a pistol and a rifle. The weapon fires a stream of energy that wreaks havoc on electrical systems, making it effective against droids, light vehicles, and some types of equipment. Normally, an ion gun deals damage that fries a droid's circuits and destroys its internal components. When set to stun, the ionization effect renders a droid effectively unconscious for 2d6 rounds, provided the droid fails a Fortitude saving throw (DC 15 for pistols, DC 18 for rifles).

The blast from an ion gun has no effect on organic opponents unless those opponents have some amount of cybernetic equipment, such as a cybernetic limb.

An ion gun requires a power pack to operate. After 30 shots, the power pack must be replaced.

Net and Electro-Net

Nets are used for hunting and fishing in primitive cultures and for non-lethal crowd control in more advanced ones.

Electro-nets are equipped with several miniaturized power packs and stun filaments. They can be set to deliver a powerful stun on impact or in response to a signal transmitted from a remote-control device. The remote has a range of 40 meters.

A character hit by a net is considered entangled. An entangled character suffers a –2 penalty on attack rolls, a –4 penalty to effective Dexterity, and can move only at half speed (and cannot run or charge) unless the net is anchored to an immobile object (in which case they cannot move at all until free of the net).

A character in an electro-net subjected to the stun charge must make a Fortitude saving throw (DC 12) or be rendered unconscious for 2d6 rounds (see the sidebar on Stuns, page 117).

Sling

A primitive weapon, the sling hurls metal bullets or stones. The wielder's Strength bonus or penalty applies to damage with the sling.

Slugthrower

Slugthrowers fire metal bullets—called "slugs"—instead of energy bolts. They come in a variety of pistol and rifle models, and see most of their use in the Rim or on primitive planets. Slugthrowers don't need power packs; instead they employ clips of solid bullets that fire anywhere from 10 to 20 slugs before needing a reload. More primitive models don't use clips; the user must load bullets into a chamber one at a time before firing.

Thermal Detonator

The thermal detonator is a fist-sized sphere containing baradium, a powerful explosive. Outlawed throughout known space, the thermal detonator produces a fusion reaction that generates a rapidly expanding field of searing heat and blast energy. Disguised as a bounty hunter, Princess Leia threatened Jabba with a thermal detonator at the beginning of *Return of the Jedi*.

A thermal detonator's timer can be set for a 1-round delay, counting down until it explodes or is reset to its safe position. When it explodes, it deals the first damage listed on Table 7–2: Weapons to anyone within its direct-hit square (the 2-meter-by-2-meter square in which it detonates). The second damage listed is dealt to anyone within the blast radius (the parenthetical number shown under the Range entry). Anyone caught in the blast radius can make a Reflex saving throw (DC 20). A successful save reduces the damage dealt to a character to one-half.

Armor

Protective armor exists in the *Star Wars* universe, but only the lightest types see widespread use. Heavier armor is considered to be too expensive, too restrictive, and just not worth the trouble unless it serves an additional function (such as providing environmental protection, as in the case of Imperial stormtrooper armor). See Table 7–3: Armor for the list of armor types. It describes armor for Medium-size characters. Larger or smaller characters might pay more for equivalent armor, depending on where they purchase it.

Note that many forms of armor are restricted or even illegal outside of approved military uses. Even where armor isn't prohibited, the wearer identifies himself as someone who either expects to cause trouble or expects trouble to come his way.

Armor Qualities

If you choose armor for your character, keep these factors in mind (see Table 7–3: Armor):

Cost: The cost of the armor. Note that not all armor is available for sale on the open market; prices are given for comparison purposes.

Defense Bonus: The protective value of the armor. When a character wears armor, the armor's Defense bonus replaces the character's class-based Defense bonus.

Maximum Dex Bonus: This is the maximum Dexterity bonus you can apply to your Defense when wearing this type of armor. Heavier armor limits your mobility, reducing your ability to avoid attacks. For example, padded battle armor permits a maximum Dexterity bonus of +3. A character with a Dexterity score of 18 normally gains a +4 bonus to his Defense, but if he's wearing padded battle armor, his bonus drops to +3.

Table 7-3: Armor

Armor	Cost	Defense Bonus	Maximum Dex Bonus	Armor Check Penalty	Speed (10m)	Speed (6m)	Weight
Light Armor							
Blast helmet, vest	500	+4	+5	–1	10	6	3 kg
Combat jumpsuit	1,500	+5	+4	–3	10	6	8 kg
Flight suit	800	+4	+4	–2	10	6	5 kg
Medium Armor							
Armored flight suit	4,000	+6	+3	–4	8	4	20 kg
Battle armor, padded	2,000	+6	+3	–4	8	4	13 kg
Ceremonial armor	6,000	+7	+3	–5	8	4	16 kg
Heavy Armor							
Armored spacesuit	10,000	+8	+1	–6	6	2	45 kg
Battle armor, heavy	12,000	+9	+0	–7	6	2	35 kg
Powered Armor							
Corellian powersuit	10,000	+6	+0	–6	8	4	18 kg
Stormtrooper armor	8,000	+6	+2	–4	8	4	16 kg

Armor Check Penalty: Armor interferes with a character's ability to use certain skills. You apply the armor check penalty to certain skill checks while wearing the armor. Any skills that have Strength or Dexterity as the key ability receive the penalty, unless you possess the appropriate Armor Proficiency feat. Even with the appropriate feat, the penalty still applies to the following skills: Climb, Disable Device, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

Nonproficient with Armor: If you wear armor with which you aren't proficient, you suffer the armor's check penalty on attack rolls as well.

Speed: Medium and heavy armor slows you down. This number indicates your speed when wearing this type of armor. Medium-size characters have a base speed of 10 meters, as shown in the first column. Small characters have a base speed of 6 meters, as shown in the second column.

Weight: The weight of the armor. Armor fitted for Small characters weighs half as much.

Armor Descriptions

The types of armor listed on Table 7–3: Armor are described below.

Armored Flight Suit

A combat-ready flight suit that provides additional protection against vacuum for limited periods, these suits come in various models, including the Corellian TX-3, favored by various pirate gangs, and the Imperial TIE suit, worn by TIE fighter pilots throughout the Empire.

This suit provides a +4 equipment bonus on Fortitude saves made to resist cold temperatures.

Armored Spacesuit

This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 10 days in space or any other hostile environment. Unarmored versions provide only life support, while the armored model also protects against attacks.

This suit provides a +6 equipment bonus on Fortitude saves made to resist cold temperatures.

Battle Armor

Battle armor combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. While off-the-rack battle armor is available, most users cobble together their gear from various sources. Bounty hunters and mercenaries like Dengar, for example, are fond of personalized battle armor.

Padded battle armor has more padding than solid plates, making it somewhat lighter but less protective. Heavy battle armor features more plating than padding, including various pieces molded to fit the user, such as breast plates and arm and leg armor.

Blast Helmet and Vest

This lightweight helmet and composite vest offers limited protection against shrapnel, slugthrowers, melee weapons, and blasters.

Ceremonial Armor

This suit of body armor not only looks good, but also offers excellent protection to the wearer. In all cases, ceremonial armor consists of a sturdy helmet, heavy body armor, and padded armor. The wearer usually drapes a regal cloak over the armor. The cloak can be discarded should the wearer need to take action. The Senate guards on Coruscant, as well as the Emperor's Royal Guards, wear ceremonial armor.

Combat Jumpsuit

A heavily padded jumpsuit designed to provide limited protection against physical and energy trauma without heavily restricting the wearer's movement.

Corellian Powersuit

This suit of body armor contains an energized exoskeleton and a series of servomotors that boosts the wearer's physical strength. Used by professional soldiers, mercenaries, and bounty hunters, the powersuit requires skill and training to utilize its full potential.

The wearer receives a +2 equipment bonus to Strength while wearing a fully functional powersuit. If the wearer doesn't possess the Powered Armor Proficiency feat, or if the armor is disabled or out of power, this bonus doesn't apply and the wearer instead suffers a –2 penalty to Strength and Dexterity.

Flight Suit

Favored by starfighter pilots all over the galaxy, the one-piece flight suit protects against decompression, g-forces, and harmful environments. It provides limited protection against attacks, as well. A flight suit comes with a matching helmet and gloves that seal the wearer and can provide up to 10 hours of life support in a hostile environment. Luke Skywalker wears a flight suit when piloting his X-wing.

A flight suit provides a +2 equipment bonus on Fortitude saves made to resist cold temperatures.

Stormtrooper Armor

Worn by the elite soldiers of the Galactic Empire, stormtrooper armor comes in a variety of models based on the standard white-and-black shell. Filled with electronics that assist and augment the stormtrooper in his duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Because stormtrooper armor requires training to operate properly, those who attempt to employ "appropriated" stormtrooper armor find it cumbersome and restrictive.

Variants of this armor also exist, including snowtrooper armor and sandtrooper armor. Each has slightly different characteristics, but all include the basic characteristics common to all stormtrooper armor. Though unavailable on the open market, these suits can occasionally be found on the black market at the listed price (or sometimes much higher).

Stormtrooper armor (including all variants) provides a wearer who has the Powered Armor Proficiency feat a +2 equipment bonus on Listen checks, Spot checks, and Fortitude saving throws made to resist hostile environments.

Snowtrooper armor provides a +6 equipment bonus on Fortitude saving throws made to resist cold temperatures.

Sandtrooper armor provides a +6 equipment bonus on Fortitude saving throws made to resist hot temperatures.

Equipment

A sample of common equipment available during the time periods covered in this book follows. Refer to Table 7–4: Equipment and Table 7–5: Services, as well as the descriptions below, for prices and other pertinent information.

All-Temperature Cloak

This wrap-around cloak protects its wearer from the elements and hostile conditions.

An all-temperature cloak provides a +2 equipment bonus on Fortitude saves against severe weather.

Aquata Breather

An Aquata Breather can provide up to two hours of breathable air through its mouthpiece. Characters typically use it underwater or in other hazardous environments. They are a standard part of many high-end utility belt and field kit packages. Some consider them more reliable than breath masks, as they consist of a single part rather than several linked components. Qui-Gon Jinn and Obi-Wan Kenobi use Aquata Breathers while swimming to Otoh Gunga in *The Phantom Menace*.

> "No money, no parts! No deal!"
>
> — Watto, Toydarian Merchant

Bacta Tank

A large, specialized tank filled with the a powerful healing agent, bacta, promotes rapid healing. A bacta tank and a supply of bacta is expensive, so such medical equipment is usually found only in hospitals, on board capital-class vessels, and within major military bases.

A patient must be equipped with a breath mask and fully submerged within the bacta for the healing agent to do its job. Bacta is a synthetic chemical that consists of gelatinous, translucent red alazhi and kavam bacterial particles mixed within the colorless liquid ambori. The bacterial particles seek out wounds and promote exceedingly fast tissue rejuvenation without scarring.

Any character that has suffered wound damage can benefit from a bacta tank treatment, but its miraculous properties are most in evidence when used on severely wounded patients. Bacta treatment is the best method for reviving characters that have been reduced to 0 wound points and have been stabilized.

Patients undergoing bacta tank treatment heal at the following rates: vitality points return at a rate of 3 per hour of treatment, wound points return at a rate of 1 per hour of treatment.

Breath Mask

This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-support system. The breath mask provides approximately one hour of breathable atmosphere before the filter and atmosphere canister must be replaced. The breath mask offers no protection from extreme temperatures or hard vacuum.

A breath mask system can also be built into an armored suit; Darth Vader's armor contains such a system.

To replace the filter and atmosphere canister, the user must make a Repair check (DC 10). The GM makes this check for the character. If the check fails, the mask ceases to function 1d6×4 minutes after it is activated.

Code Cylinder

Compact encoded security devices are issued to many military, political, or corporate officials. A code cylinder accesses computer data via scomp links or provides entry into restricted facilities. Each cylinder features the user's personal security clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and even New Republic personnel use them to facilitate security measures.

Code cylinders can be reprogrammed at properly equipped computers with a Computer Use check (DC 15), or without such systems by making a Computer Use check of DC 25. Failure to properly reprogram a code cylinder ruins the cylinder.

Comlink

A personal communications transceiver, the comlink consists of a receiver, a transmitter, and a power source. They come in a variety of small, palm-sized cylindrical shapes and styles. Some are even built into helmets and armor; stormtrooper armor includes a helmet equipped with a comlink.

The range for a typical comlink is 50 kilometers or low orbit. For greater range, a comlink must be larger and connected to a more powerful energy source, such as those built into vehicles. For an added expense (ten times the base cost of a regular comlink), a comlink can be equipped with encrypting routines.

Credit Chip

Although many planetary governments still use hard currency, most governments that span several star systems (or even galactic sectors), such as the Republic, Empire, or Corporate Sector Authority, rely primarily on electronic currency that draws on accounts at a central bank. Few galactic citizens ever see actual cash; instead, their income is deposited directly into their credit account.

Credit chip technology was perfected centuries ago and has been standardized in most regions of the known galaxy. The credit chip is a small, flat card that features a security codeout and credit algorithm memory stripes. The chip can hold a specified number of credits appropriate to the government that issued it, or it can be programmed to draw from a specific account held by the user. Credit chips not only allow quick and easy transfers of funds, but also protect users from theft.

Modifying the value of a credit chip requires a Computer Use check (DC 35). Altering it so that it draws upon a differ-

ent account requires a Computer Use check (DC 40). Failure in either case activates the chip's self-destruct programming and ruins the chip.

Datapad
These small, low-cost, handheld personal computers can serve as notebooks, day planners, calculators, and sketchpads. In addition to performing basic computer functions, datapads can interface with and download information from larger computer networks.

Datacards can be purchased with specific types of data stored on them, such as star charts, tourism guides to certain regions of space, or works of fiction. These can be loaded into a datapad for easy access.

A datapad provides the user with a +2 computer bonus on Intelligence checks relating to calculations or Computer Use checks involving information downloads. Datapads with datacards containing specific information provide a +2 computer bonus on related Knowledge checks.

Electrobinoculars
This device magnifies distant objects in most lighting conditions. An internal display provides data on range, relative and true azimuths, and elevation. Viewing options include zoom and wide-vision observation. It also features radiation sensors and a night-vision mode.

Electrobinoculars reduce the range penalty for Spot checks to –1 for every 20 meters of distance (instead of –1 every 4 meters).

Energy Cell
A small battery that provides power for devices, included certain types of weapons. An energy cell looks like a small, flat disk.

Field Kit
Essentially a backpack full of survival gear, the typical field kit contains two condensing canteens with built-in water purification systems, a sunshield roll, a week's worth of food rations, two glow rods, two breath masks, twenty-four filters, twelve atmosphere canisters, and an all-temperature cloak.

> "This is so wizard!"
> —KITSTER

Glow Rod
A glow rod is a portable illumination device that projects a beam of light up to 50 meters.

Grappling Spike Launcher
A spike launcher, sometimes known as an ascension gun, has a grappling spike on one end, a sliding hook on the other, and a liquid cable reservoir in the middle. The launcher hurls the spike at extreme velocity, allowing it to anchor itself in any hard surface, such as a building ledge or cliff face. The launcher can be used alone or attached to the barrel of a blaster. It holds enough liquid to form 20 meters of cable. Captain Panaka and Padmé use ascension guns to scale the walls of the Theed Royal Palace in *The Phantom Menace*.

Holoprojector
A handheld, personal hologram transmitter can be used to view real-time or recorded three-dimensional images or pass the information through a comlink connection. Adding sound capability doubles the price of a personal holoprojector. The device has a limited storage capacity that can be expanded when attached to a holorecorder.

Holorecorder
A handheld, personal visual and audio recorder, the holorecorder can store data for playback as three-dimensional moving images, or holograms. A holorecorder stores up to 200 hours of images in its internal memory system. Most come equipped with recording-rod input slots for expanded memory capacity.

Liquid Cable Dispenser
Cable dispensers contain a special liquid that instantly solidifies upon contact with either atmosphere or vacuum to form a tough, lightweight, flexible cable. The dispenser contains enough liquid for 20 meters of cable and is refillable at authorized outlets. The cable is capable of supporting up to 500 kilograms of weight.

Macrobinoculars
Macrobinoculars—not to be confused with the more powerful electrobinoculars—are personal image-magnification devices that can enhance vision up to one kilometer. Standard features include zoom capability, readouts for azimuth, range and elevation, a light amplifier for twilight conditions, and impact resistant casing.

Macrobinoculars reduce the penalty for range for Spot checks to –1 for every 10 meters of distance (instead of every 4 meters).

Medpac
Every disposable emergency medical kit includes a variety of life-saving drugs and bacta ointments to promote rapid healing. Any character that has suffered wound damage can benefit from a medpac. Since medpacs are designed to provide a minimal level of aid for any user, someone with medical training can coax additional healing under the right conditions.

A medpac restores 1 lost wound point when applied to a wounded character and activated. This application

requires a full-round action. A user with the Treat Injury skill can heal additional wounds, depending on the result of the skill check (see page 82). A medpac can't restore more wound points than an injured character started with. If a character has been reduced to 0 wound points but hasn't yet died, the application of a medpac stabilizes the character.

Note that a character can only be healed by one medpac every 24 hours, though medpacs can be used to stabilize a character whenever needed. Either use of a medpac depletes its contents.

Power Pack

A power pack is a compact rectangular battery that fits into the grip or barrel of an energy weapon, such as a blaster, to provide the power needed to fire it.

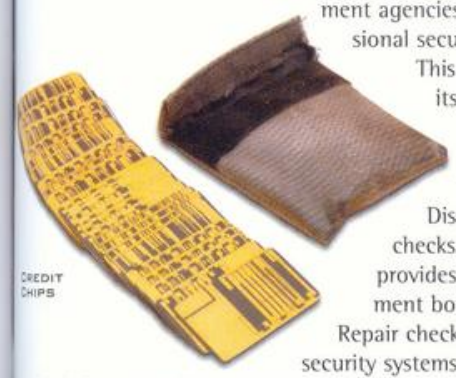
Recording Rod

Recording rods are long, clear, cylindrical data storage tubes. They can record sounds and sights within a 15-meter range, store up to 100 hours of recordings, and play back audio and 2D visual images on the rod's surface. Recording rods are reusable, but recording over existing data deletes the older information in favor of the new.

Downloading the recordings within a recording rod to a datapad, computer, or holoprojector requires a successful Computer Use check (DC 10). Deleted recordings can be recovered with a successful Computer Use check (DC 25).

Security Kit

A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. On most worlds, possession of a security kit is illegal for anyone who doesn't have the proper permits, such as members of law enforcement agencies and professional security experts.



This item gives its user a +2 equipment bonus on Disable Device checks. It also provides a +2 equipment bonus on any Repair checks relating to security systems.

The deluxe model provides +4 equipment bonuses (instead of +2). In addition, it contains a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

Sensor Pack

A portable scanning device, the sensor pack is a bulky rectangle featuring a variety of dials and switches, a readout display, and a scanning dish. It provides only general details on comm signals, life forms, and energy fields within a 50-meter range.

The sensor pack grants a +2 equipment bonus on Listen, Search, and Spot checks.

Tool Kit

A set of tools for repairing electronic or mechanical devices typically includes a variety of pliers, hammers, hydrospanners, circuit testers, and a fusion cutter.

A toolkit provides a +2 equipment bonus on Repair checks as well as on appropriate Craft checks.

Table 7-4: Equipment

Item	Cost	Weight
All-Temperature cloak	100	1.5 kg
Aquata Breather	350	0.2 kg
Bacta tank	100,000	500 kg
*Bacta, 1 liter**	100	2 kg
Breath mask	200	2 kg
Atmosphere canister/filter	25	1 kg
Code cylinder	500	0.1 kg
Comlink	200	0.1 kg
Credit chip	100	0.1 kg
Datapad	1,000	3 kg
Datacards, blank (10)	10	0.2 kg
Datacard, 1 program	300	0.1 kg
Electrobinoculars	1,000	1 kg
Energy cell	10	—
Field kit	500	7 kg
Glow rod	10	1 kg
Grappling spike launcher	50	0.3 kg
Holoprojector, personal	1,000	0.5 kg
Holorecorder	3,000	1 kg
Liquid cable dispenser	25	0.2 kg
Macrobinoculars	600	0.8 kg
Medpac	100	1 kg
Power pack	25	.1 kg
Recording rod	500	1 kg
Sensor pack	1,000	9 kg
Security kit	500	1 kg
Security kit, deluxe	1,000	1.2 kg
Tool kit	250	1 kg

**It takes 300 liters of bacta to fiill a bacta tank.*

Table 7-5: Services

Item	Cost
Meals (per meal)	
Good	50
Common	15
Poor	5
Lodging (per day)	
Good	200
Common	100
Poor	50
Medical Aid	
Long-term care (per day)	250
Medpac treatment	150
Bacta tank treatment (per 12 hours)	1,500
Space Travel (one-way journey)	
Private charter	10,000
Public liner, luxury	5,000
Public transport, common	2,000

**Costs for space travel vary depending on travel time and accommodations. See Chapter 11: Starships.*

CHAPTER EIGHT

COMBAT

The galaxy is a dangerous place, and sometimes you have to fight to survive. Whether the enemy takes the form of battle droids or stormtroopers, a dark Force-user or a rampaging rancor, you need to be able to defend yourself. Using blasters, vibroblades, and lightsabers, heroes regularly get caught up in blazing firefights, wild cantina brawls, and mesmerizing lightsaber duels. You can try to bluff your way out of a tough situation, attempt to sneak away when your opponent's distracted, or even dazzle an enemy with your charming personality. But when all else fails, nothing beats a good blaster at your side.

This chapter details the combat rules, starting with an example, then covering the basics, and finally looking at some of the more unusual combat strategies that characters can employ. Many special abilities and forms of damage that affect combat are also covered in Chapter 12: Gamemastering *Star Wars*, starting on page 188.

How Combat Works

This example of combat demonstrates the most commonly used combat rules.

Setup

The Supreme Chancellor and the Jedi Council send a team of 4th-level heroes on a mission. Vor'en Kurn (a Human soldier), Sia-Lan Wezz (a Human Jedi guardian), Rorworr (a Wookiee scout), and Deel Surool (a Twi'lek scoundrel) have entered the bowels of Space Station Kwenn. They have come to the Outer Rim in search of a missing arsenal ship. The ship contains battle droids and other Trade Federation armaments that were on their way to a Republic decommissioning station, where the contents were scheduled to be destroyed as part of the settlement in the wake of the Trade Federation's defeat at Naboo. They must find out whatever they can about what happened to the ship by checking its last known location.

The trail has led the group to the lowest levels of the space station. The blast door leading to the deep storage bay is closed. The characters stand before it. The GM sets a pencil on the table to represent the blast door, then asks the players to tell him where their characters are. Vor'en is closest to the door. Rorworr and Sia-Lan stand to either side of it. Deel is behind Rorworr. The players are using miniatures (although they can use action figures if they choose), so they arrange them to show where everyone is standing. On the tabletop, Vor'en is right by the middle of the pencil, Rorworr to the left of the pencil, Sia-Lan to the right, and Deel behind Rorworr. Everyone except Deel has a weapon in hand.

The GM looks at his notes, rolls some dice, and determines that the characters are walking into a trap. There is a squad of four battle droids and a powerful droideka destroyer droid waiting on the other side of the blast door. The droideka has been partially disassembled, and lacks most of its powerful weaponry and shields. The droids know the heroes are coming; the heroes think they're looking for deactivated droids and have no idea what's waiting for them. Vor'en tries the door. It's locked. He motions for Deel to come forward and open it.

> "I will not condone a course of action that will lead us to war."
> —Queen Amidala

Deel pulls out his security kit and reluctantly steps up to the control panel beside the blast door. His player rolls a Disable Device check and succeeds. The blast door slides open, revealing total darkness on the other side.

The GM has to decide if any of the characters notice anything. Those caught unaware will be surprised by the droids. The GM asks each player to make a Listen check (DC 15). Sia-Lan and Deel succeed. Vor'en and Rorworr fail.

Surprise Round

During the surprise round, only characters that are aware of their opponents can act. The battle droids, the destroyer droid, Sia-Lan, and Deel all act during the surprise round.

The GM asks Sia-Lan's and Deel's players to make initiative checks. Sia-Lan gets a 9 as her initiative result; Deel gets a 15. The GM rolls once for the four battle droids and once for the destroyer droid, getting results of 11 and 14. The order of battle during the surprise round is Deel first (15), followed by the destroyer droid (14), followed by the battle droids (11), followed by Sia-Lan (9).

The GM calls on Deel's player. Deel hears the scrape of metal on metal from somewhere within the dark storage bay. It sounds pretty close, but with the echo, Deel can't be sure. He steps to the side of the door to gain cover and draws his blaster pistol.

The destroyer droid goes next, so the GM determines what it's going to do. The powerful droid fires its blaster cannon at Vor'en. The droid stands about 20 meters away from Vor'en, directly across from the open blast door. Its cannon shot briefly illuminates the storage bay. In the flash, the heroes see the large droideka and its four battle droid companions. They also catch a glimpse of the rest of the bay, spotting row upon row of battle droid storage racks! The GM rolls for the destroyer droid, getting a result of 15.

Vor'en Kurn doesn't get to add his Dexterity bonus to his Defense because he's caught flat-footed, so the droid's attack hits. The GM rolls damage (4d8) for a total of 17. The damage is applied to Vor'en's vitality points first, so he is reduced from 35 vitality points to 18.

The battle droids act next. In unison, they turn to march toward the open door as they fire some quick shots from their blasters. They're closer than the droideka; two are right on the other side of the door, while two are about 10 meters into the bay. One battle droid shoots at Deel, another at Vor'en, another at Rorworr, and another at Sia-Lan.

Deel has one-half cover (since he's stepped to the side of the door); this gives him a +4 Defense bonus. The GM rolls and gets a result of 6, so the battle droid misses Deel.

Vor'en is standing exposed. The battle droid gets a result of 19, hitting Vor'en with its blaster. It deals 13 points of damage, reducing Vor'en's vitality points from 18 to 5.

The third battle droid gets a result of 11; it's not enough to hit Rorworr.

The fourth battle droid fires at Sia-Lan and gets an 8 result. The blaster bolt misses the Jedi guardian by a kilometer!

Now Sia-Lan takes her action. She ignites her lightsaber and slashes at the closest battle droid. Her player rolls and gets a 15 result, hitting the battle droid and dealing 14 points of damage. The battle droid has no vitality points, so the damage is applied directly to its wounds, reducing them to 0. It falls to the metal floor, destroyed. Three battle droids remain standing, as well as the larger destroyer droid.

With that, the surprise round ends.

First Regular Round

The GM asks Rorworr's and Vor'en's players to make initiative checks because they haven't done so yet. Rorworr gets a 12 and Vor'en a 17. That adjusts the order of battle like so: Vor'en, Deel, destroyer droid, Rorworr, battle droids, Sia-Lan.

Vor'en finally gets to give back some of what he's taken. He blasts away at the destroyer droid, using the multifire option to take two shots instead of one. Each attack gets a –4 penalty, but it gives Vor'en a chance to deal extra damage to the destroyer droid if he hits. He also gets a –4 penalty due to the range (the destroyer droid is 20 meters away). With the penalties, he gets results of 18 and 12. Only one of the blaster shots hits. He deals 7 points of damage to the destroyer droid. It doesn't have vitality points, but it does have a lot of wound points. Its wounds are reduced from 15 to 8.

Deel acts next. He fires his blaster at a nearby battle droid. He gets a result of 15, hitting the droid. He deals 9 points of damage, seriously injuring the droid, but not destroying it.

The destroyer droid takes another shot at Vor'en. This time, because he's no longer flat-footed, Vor'en adds his Dexterity bonus to his Defense. The droid gets a result of 18, though, clearly hitting the soldier again. The GM rolls for damage and deals 22 points to Vor'en. This eliminates Vor'en's 5 remaining vitality points, then reduces his wounds by 17 points. Unfortunately, Vor'en's only got 14 wound points, so he falls to the ground—unconscious and dying. Vor'en's player immediately makes a DC 10 Fortitude saving throw. The result is 15, so Vor'en doesn't immediately die, but he does remain unconscious. He'll have to make another check in one hour (with an additional +1, raising the DC to 11) unless he is treated and stabilized by another character.

Rorworr isn't at all happy about what just happened to his buddy Vor'en Kurn. He roars a Wookiee battle cry and fires his bowcaster at the destroyer droid. The range also forces a penalty onto Rorworr's attack (–4), but he gets an 18 result anyway. The explosive energy quarrel hits its mark. Rorworr's player rolls for damage and deals 17 points. This reduces the destroyer droid to 0 wounds. It explodes, raining pieces all over the bay floor.

The three remaining battle droids act next. One fires at Deel, the second shoots at Rorworr, and the third blasts away at Sia-Lan. The GM rolls for the battle droids (while

declaring who's getting attacked with each roll) and gets these results: 8, 16, and 10. The attacks on Deel and Sia-Lan miss, but Rorworr takes a blaster bolt. The GM rolls and deals 11 points of damage to Rorworr. This reduces the Wookiee's vitality from 29 to 18.

Finally, Sia-Lan takes action. She strides to another battle droid and lays into it with her lightsaber. Sia-Lan's player rolls the dice and gets a 17 this time: a hit! She deals 16 points of damage, reducing the battle droid to 0 wounds and slicing it in half.

Second Regular Round

Vor'en's down, but there are only two battle droids still functioning, and one of those was hit hard by Deel. The round starts with Deel, since Vor'en is out of action. Deel takes another shot at the droid he hit last round. This time, though, he only gets a result of 6. That's not enough to hit the battle droid.

Then Rorworr acts. He fires his bowcaster at the uninjured battle droid, getting a result of 14. The Wookiee hits, and deals 16 points of damage. That reduces the droid's wounds to 0. Another battle droid goes down.

The wounded battle droid acts next. It decides to fight on to the bitter end and fires its blaster at Rorworr. The GM rolls and gets a 5 result. The battle droid misses.

Sia-Lan smiles, twirls her lightsaber once, and strikes at the battle droid. She gets a result of 21, easily hitting the droid. She deals 9 points of damage, finishing it off.

The round ends.

What's Next?

The heroes need to help Vor'en. They can stabilize him so he doesn't have to make Fortitude saving throws every hour, but he'll need a medpac or bacta tank treatment to recover. In the meantime, Sia-Lan, Deel, and Rorworr notice that the walls of the deep storage bay are filled with rack upon rack of battle droids, all neatly folded, dormant, and waiting for activation. The contents of the missing arsenal ship may have been found, but there are still many unanswered questions. Who's behind this? Where's the missing ship and its crew? And who set up the ambush?

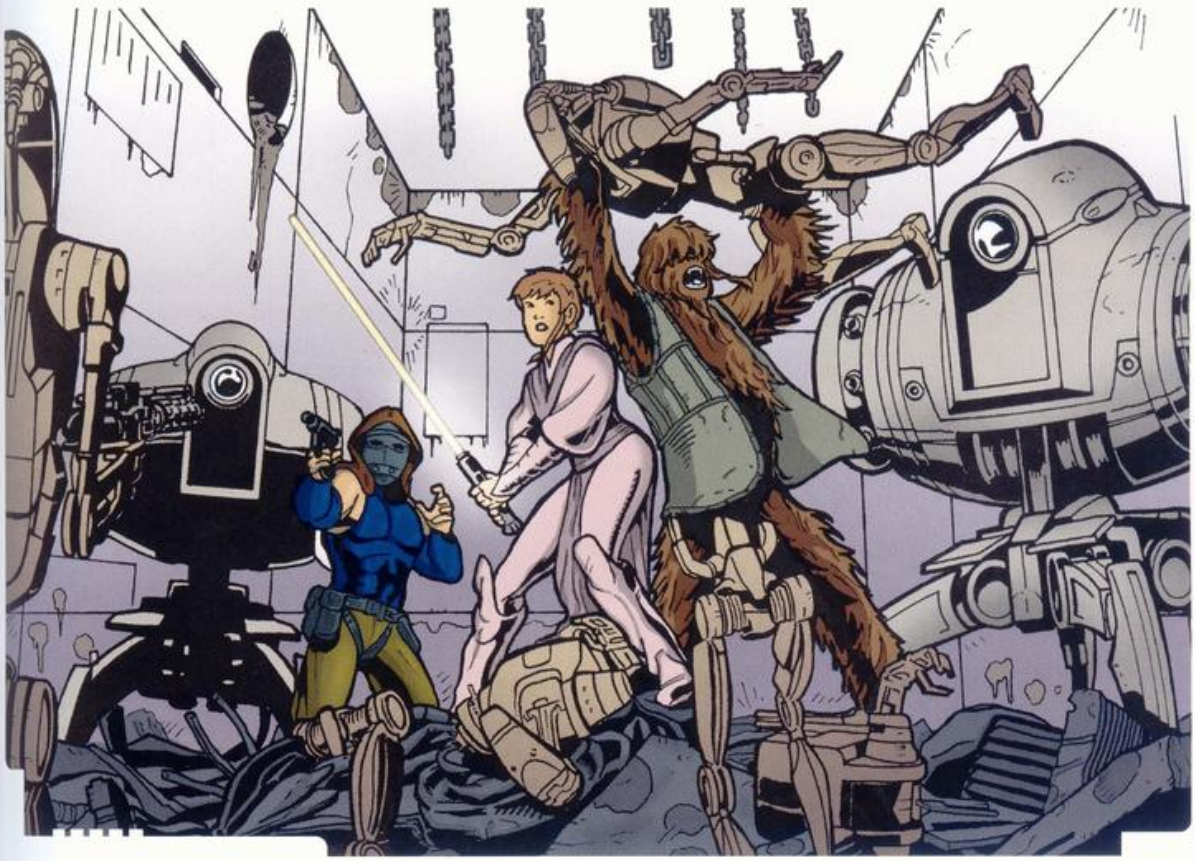
What happens next? That's up to the Gamemaster. . . .

Combat Sequence

As seen in the example, combat is cyclical. Everybody acts in turn in a regular cycle. Generally, combat runs in the following way:

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.

2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants that are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action (an attack action or move action; no full-round actions allowed) during the surprise round. Combatants who were unaware do not get



to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

3. Combatants that have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.

4. Combatants act in initiative order.

5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Combat Statistics

Several fundamental statistics determine how well you do in combat. This section summarizes these statistics, and the following sections detail how to use them.

Attack Roll

When you make an attack roll, roll 1d20 and add your attack bonus. If your result equals the target's Defense or better, you hit and deal damage. Lots of modifiers affect the attack roll, such as a +1 bonus if you have Weapon Focus with that weapon, a +2 bonus if your opponent is off-balance, and so forth.

Attack Bonus

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Strength Modifier

Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

Dexterity Modifier

As Dexterity measures coordination and steadiness, your Dexterity modifier applies to attacks with ranged weapons.

Size Modifier

The smaller you are, the bigger other opponents are relative to you. A Human is a big target to an Ewok, just as a rancor is a big target to a Human. Since this same size modifier applies to Defense, two characters of the same size strike each other normally, regardless of what size they actually are.

Range Penalty

The range penalty with a ranged weapon depends on what weapon you're using and how far away the target is. All ranged weapons have a range increment, such as 10 meters for a blaster pistol (see Table 7–2: Weapons). Any attack from a distance of less than one range increment is not penalized for range, so a blaster shot (range increment 10 meters) can strike at enemies up to 9 meters away with no penalty. However, each full range increment causes a cumulative –2 penalty to the attack roll. For example, a character firing a blaster pistol at a target 38 meters away suffers a –6 attack penalty (because 38 meters is at least three range increments but not four increments).

Thrown weapons, such as grenades, have a maximum range of five range increments. Energy or projectile weapons, such as blasters, can shoot up to 10 increments.

Table 8-1: Size Modifiers to Attack Bonuses and Defense

Size (Example)	Modifier
Colossal (sarlacc)	–8
Gargantuan (fambaa)	–4
Huge (bantha)	–2
Large (Hutt)	–1
Medium-size (Human)	0
Small (Ewok)	+1
Tiny (ysalamiri, cat)	+2
Diminutive (rockwart, toad)	+4
Fine (stingfly)	+8

Damage

When you hit with a weapon, you deal damage according to the type of weapon (see Table 7–2: Weapons). Unarmed strikes and a creature's natural physical attack forms (such as bites or claws) gain the same bonuses from effects that give a bonus on weapon damage.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus

When you hit with a melee weapon, you also add your Strength modifier to damage. Whether you wield your weapon with one hand, two hands, or your off hand may affect how much of your bonus you can add.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only one-half of your Strength bonus.

Wielding a Weapon Two-handed: When you deal damage with a weapon that you are wielding two-handed, you add one and one half times your Strength bonus. Light weapons don't get this higher Strength bonus when used two-handed.

Defense

Your Defense represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to hit you. The average, unarmored character has a Defense of 10. Your Defense is equal to the following:

10 + class bonus (or equipment bonus) + Dexterity modifier + size modifier

Class Bonus

Your class and level grant an innate bonus to Defense. This measures your combat savvy and applies in all situations,

> "We're doomed!"
>
> —C-3PO

COMBAT BASICS

Rounds

Combat is broken up into rounds. Every round, each combatant gets to do something. A round represents 6 seconds in the game world.

Initiative

Before the first round, each player makes an initiative check for his or her character. The GM makes initiative checks for the opponents. An initiative check is a Dexterity check (1d20 + Dexterity modifier). Characters act in order from highest initiative result to lowest, with the check applying to all rounds of the combat (unless a combatant takes an action that changes his or her initiative).

Attacks

In each round, you can move and make a single attack. Alternatively, if you may make more than one attack per round, you can do so, but if you do, you can't move more than a couple of meters.

Attack Roll

To score a hit that deals damage on your attack roll, your roll must equal the target's Defense or better.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty

Damage

If you score a hit, roll damage and deduct it from the target's current vitality points. (If the target has run out of vitality points, or if the target has no vitality points to begin with, damage is deducted from the target's wound points.)

Add your Strength modifier to damage from melee weapons. If you're using a weapon in your off hand, you only add half your Strength modifier (if it's a bonus). If you're wielding a weapon with both hands, add one-and-a-half times your Strength modifier to the damage (if it's a bonus).

Defense

A character's Defense is the result you need to get on your attack roll to hit that character in combat.

Defense: 10 + class bonus (or equipment bonus) + Dexterity modifier + size modifier

Vitality and Wound Points

Vitality points represent your character's ability to turn a direct hit into a graze or near-miss and generally keep going before becoming fatigued. Damage is usually deducted from your vitality points.

Wound points represent how much damage a character can take before falling unconscious or dying. Damage is deducted from your wound points only after you've exhausted your vitality points or when you are struck by a critical hit.

Attack Options

When attacking, you have several options:

Attack: You can move and make a single attack, or attack and move.

Charge: When making a charge, you must move in a straight line for up to double your speed and then make one melee attack with a +2 charge bonus on the attack roll. You suffer a –2 charge penalty to your Defense until your next action.

Full Attack: Some characters can strike more than once each combat round, but only when making a full attack. Other than taking a 2-meter step, you can't move when you make a full attack.

Movement

Each character has a speed measured in meters. You can move that distance and attack each round. You can move before or after attacking.

If you don't want to attack, you have the option of making a second move instead; this means you would move double your speed that round. If your character runs all out, doing nothing but running that round, you can move quadruple your speed.

If you move adjacent to an opponent, you must stop moving. While you are adjacent to an opponent, you cannot move more than a 2-meter step unless you have the Mobility feat or you're moving directly away from your opponent.

Death, Dying, and Healing

Your vitality and wound points represent how much damage you can take before being fatigued, disabled, or killed.

0 Vitality Points

If your vitality points drop to 0, you are fatigued (and must make a Fortitude saving throw against DC 10 or be stunned for 2d6 rounds). You cannot run or charge, and you suffer an effective penalty of –2 to Strength and Dexterity. Any further damage is deducted from your wound points.

0 Wound Points

If your wound points drop to 0, your character is unconscious and dying. You must immediately make a Fortitude saving throw against DC 10. If the save fails, the character dies. If the save succeeds, the character is still unconscious and dying.

Dying

A dying character must make a Fortitude save every hour with a DC of 10 + 1 per hour of unconsciousness. If a save fails, the character dies. If the save succeeds, the character remains alive and unconscious, but must make another check in 1 hour. If the check succeeds by 10 or more, or the save roll is a natural 20, the character stabilizes.

Stable

A stable character remains unconscious, but is in no immediate risk of dying. A dying character can be stabilized with a successful Treat Injury check (DC 15), the use of a medpac, or through the Force skill Heal Another. Only bacta tank treatment, long-term care, a medpac application, or the Heal Another skill can revive a stable character.

Healing Naturally

You regain 1 wound point for each day of light activity or rest. For each hour of light activity or rest, you regain a number of vitality points equal to your level.

Miniatures and Action Figures

When you use miniatures to keep track of where the characters are, use a scale of 1 inch = 2 meters. If you're using action figures, the scale is 2 inches = 2 meters.

VARIANT: THE DEFENSE ROLL

More randomness can sometimes take away those "foregone conclusions" about a high-level hero who always hits or a lowly opponent that never has a chance. A good way to introduce this is to allow heroes and characters to make defense rolls. Every time a hero or character is attacked, rather than just using his never-changing, static Defense, he makes a 1d20 roll and adds his Defense modifications. Every attack becomes an opposed roll, with attacker and defender matching their modified rolls against one another. (One way to look at it is that without the Defense roll, characters are taking 10 on the roll each round, and thus are using a base of 10 for Defense.)

The Defense roll can be expressed like this:

1d20 + [Defense – 10]

For example, a Jedi guardian attacks a Dark Jedi. The Jedi guardian rolls a 13, adds his attack bonus of +10, and gets a total of 23. The Dark Jedi makes her defense roll and rolls a 9. She adds her Defense modifiers for a +11 bonus. The Dark Jedi's total is 20, less than 23, so the Jedi guardian hits.

This variant rule adds some excitement to combats, particularly at higher levels when soldiers and Jedi guardians seem to hit almost every time. Unfortunately, it can slow down play, almost doubling the number of rolls in any given combat. A compromise might be to have each defender make a Defense roll once in a round, using that same total against all attacks made against him that round.

even when you're flat-footed or would lose your Dexterity bonus. Your class bonus does not stack with the equipment bonus granted by wearing armor; instead, the equipment bonus replaces the class bonus.

Dexterity Modifier

If your Dexterity is high, you are particularly adept at dodging blows or blaster fire. If your Dexterity is low, you are particularly inept at it. That's why you apply your Dexterity modifier to your Defense.

Note that wearing armor limits your Dexterity bonus. If you're wearing armor, you might not be able to apply your whole Dexterity bonus to your Defense.

Sometimes you can't use your Dexterity bonus (if any). The Defense bonus you get for a high Dexterity represents your ability to dodge incoming attacks. If you can't react to a blow, you can't use your Dexterity bonus to Defense. (If you don't have a Dexterity bonus, nothing happens.) For example, you lose your Dexterity bonus if you're hanging on for dear life to the face of a crumbling cliff high above a Sullustan river of lava, or when you're caught flat-footed at the beginning of combat.

Size Modifier

The bigger a target is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, an Ewok, for example, doesn't have a hard time hitting another Ewok (see Table 8–1: Size Modifiers to Attack Bonuses and Defense).

Other Modifiers

Many other things add to your Defense:

Dodge Feat: The Dodge feat improves your Defense by +1 against a single opponent.

Equipment Bonuses: You may wear or carry equipment (such as armor) that provides a bonus to your Defense. This bonus represents your equipment's ability to protect you from being hit, and replaces your class bonus.

Natural Armor: Natural armor, such as scales or fur, improves a creature's or character's Defense.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you your dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits Dexterity bonuses to Defense.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks

Some attacks disregard armor (both artificial and natural). For example, a grappling opponent can grab you and inflict damage regardless of what armor you're wearing or how thick your skin happens to be. In these cases, the attacker makes a melee touch attack roll. To lock onto a target, a missile launcher needs to succeed at a ranged touch attack (the same as a melee touch attack, but with a range increment as well). The attacker makes her attack roll as normal, but your Defense does not include any armor bonus or natural armor bonus. Your size modifier, Dexterity modifier, and class bonus (if you aren't wearing armor) all apply normally. (Remember, if you're wearing armor, you don't get your class bonus to Defense.)

Vitality and Wound Points

Your vitality and wound points tell you how much punishment you can take before dropping. Your vitality points are based on your class, your level, and your Constitution modifier, while your wound points are based solely on your Constitution score. In addition, most creatures' wound points are based on their Constitution and size.

When your vitality points reach 0, you're fatigued. In addition, you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds.

When your wound points reach 0, you're unconscious and dying. You immediately make a Fortitude saving throw to see if you die from your injuries. Even if you succeed, you must make a Fortitude save every hour until you are stabilized or you die. (See Injury and Death, page 139.)

Speed

Your speed tells you how far you can move in a round and still do something, such as attacking or using a skill. Your speed depends mostly on your species. (Armor can also affect your speed; see page 121.)

Small creatures, such as Ewoks, move 6 meters.

Medium-size creatures, such as Humans, move 10 meters.

You can move up to your speed and attack in one round. If you don't attack, you can move up to double your normal speed in 1 round. If you run all out, doing nothing but running that round, you can move up to quadruple your normal speed as a full-round action.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks determine the order in which they act, from highest to lowest. As General Crix Madine has been known to say, "Striking first is good, but striking last is better."

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. (The GM rolls for the opponents while the players roll for their characters.) An initiative check is a Dexterity check. The GM finds out in what order characters act, counting down from highest roll to lowest. Each character acts in turn, with the check applying to all rounds of the combat (unless a character takes an action that results in her initiative changing—see Special Initiative Actions, page 143). Usually, the GM writes the names of the characters down in initiative order so that on subsequent rounds he can move quickly from one character to the next. If two combatants have the same initiative check result, the tied combatants act in order of highest Dexterity first. If there is still a tie, roll a die.

Joining a Battle

If characters enter a battle after it's begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Opponent Initiative

Typically, the GM makes a single initiative check for the opponents. That way, each player gets a turn each round and the GM also gets one turn. At the GM's option, however, he can make separate initiative checks for different groups of opponents or even for individual foes (as in the example that started this chapter). For instance, the GM may make one initiative check for an Imperial officer and another check for all seven of his stormtroopers.

Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus (if any) while flat-footed. The scout's uncanny dodge extraordinary ability allows him to avoid losing his Dexterity bonus due to being flat-footed (see the scout entry in Chapter 3: Classes).

Surprise

When a combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents but they don't know about you, you surprise them.

Awareness and Surprise

Sometimes all the combatants on a side are aware of the enemies; sometimes none are; sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining Awareness: The GM determines who is aware of whom at the start of a battle. She may call for Listen checks, Spot checks, or other checks to see how aware the characters are of their opponents. Some example situations:

- The mission team enters a cantina and immediately spots an Aqualish gang. Alert and watchful, the Aqualish also notice the heroes. Both sides are aware; neither is surprised. The heroes and the Aqualish make initiative checks, and the battle begins.
- While exploring an abandoned armory, the heroes are being watched by a pack of Jawas. The Jawas lurk in hiding places, waiting for the right time to strike and defend their new lair from the intruders. Sia-Lan spots one of the Jawas as it tries to sneak behind a partially destroyed battle droid. The Jawas shriek and leap from their hiding places, surrounding the heroes. The Jawas and Sia-Lan each get to act during the surprise round. The other heroes, caught unaware, can't act. After the surprise round, the first regular round of combat begins.
- The mission team advances down a dark corridor in the space-station fortress of Grumbog, an alien warlord, using glow rods to light the way. At the end of the corridor, three of Grumbog's soldiers have set up an E-Web repeating blaster. They fire the weapon, using its multifire setting, to send two powerful blasts down the corridor. That's the surprise round. After determining if any of the heroes were hit and calculating damage, the GM announces that the first regular round of combat begins. The mission team is in a tough spot, since they are facing a powerful weapon and still can't see who is attacking them.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action—either an attack action or a move action, but not both—during the surprise round. If no one or everyone is surprised, a surprise round doesn't occur.

Unaware Combatants: Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

Actions in Combat

The fundamental combat actions of moving and attacking cover most of what you want to do in a battle. They're all described here. Other, more specialized options are described elsewhere in this chapter.

"I suggest a new strategy, Artoo. Let the Wookiee win."

—C-3PO

The Combat Round

Each round represents about 6 seconds in the game world. In the real world, a round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, your character can do in 1 round. The most common combat actions that can be performed in 1 round—attacking, moving, charging, and others—are described in detail on the following pages.

Each round begins with the character with the highest initiative result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A month can mean either a calendar month or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number (initiative count) in the next round. Effects that last a certain number of rounds end just before the same initiative number that they began on.

Action Types

An attack's type essentially tells you how long the action takes to perform within the framework of the 6-second combat round, and how movement is treated. There are four types of actions: move actions, attack actions, full-round actions, and free actions.

Attack Action

An attack action allows you to do something. You can make an attack, use a skill or feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, you can perform an attack action and move your speed. You can move before or after performing an attack action.

Move Action

A move action allows you to move your speed in a round or perform a similar action You can move your speed, climb, draw or reload a weapon, pick up an item, or some equivalent action. In a combat round, you can perform an attack action and move your speed, or you can move first and then perform an attack action. You can also perform two move actions in a round and no attack actions, using the second move action in place of an attack action.

Move actions are also used to perform actions that are equivalent to moving. Using Climb to climb a distance equal to one-quarter of your speed and using Ride to control a tauntaun during combat are move actions. If the action you take in a round results in you moving no actual distance, you can also take a 2-meter step. If you take an action that results in you moving an actual distance, you cannot take a 2-meter step that round.

Full-Round Actions

A full-round action consumes all of your effort during a round. The only movement you can take during a full-round action is a 2-meter step before, during, or after the action. Attacking more than once (if you are permitted to do so) or using a skill or feat that requires a full round to accomplish, such as using Search to examine a 2-meter-by-2-meter area, uses a full-round action.

Free Actions

Free actions consume a very small amount of time and effort, and over the span of a round their impact is so minor that they are considered to be free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free. Calling out to your friends for help, for example, is free. Reciting the epic history of the Rodian hunter clans takes several minutes (or more).

Table 8-2: Fundamental Actions in Combat

Action	Type	2-meter step?
Attack (single)	Attack	Yes
Feint (see Bluff)	Attack	Yes
Ready*	Attack	Yes
Strike an object**	Attack	Yes
Total defense	Attack	Yes
Move your speed	Move	No
Climb (1/4 speed)	Move	No
Draw or holster a weapon	Move†	Yes
Open a door	Move	Yes
Pick up an item	Move	Yes
Retrieve a stored item	Move	Yes
Move a heavy object	Move ††	Yes
Stand up from fallen position	Move	Yes
Load a weapon	Move	Yes
Charge	Full-round	No
Coup de grace	Full-round	Yes
Full attack	Full-round	Yes
Run	Full-round	No
Drop an item	Free	Yes
Drop to the floor	Free	Yes
Speak	Free	Yes
Activate an item	Free	Yes
Delay*	No action	Yes
Bantha rush (charge)**‡	Varies	No
Disarm**‡	Varies	Maybe
Grapple**‡	Varies	Maybe
Trip an opponent**‡	Varies	Maybe
Use a skill or feat	Varies	Usually
Miscellaneous activity	Varies	Maybe

**See "Special Initiative Actions."*

***See "Advanced Combat Maneuvers."*

†This can be reduced to a free action with the proper feat.

††If the object is extremely large or awkward (GM's call), this is a full-round action.

‡These attack forms substitute for a melee attack. As melee attacks, they can be used once as an attack action or one or more times in a full attack.

Attack Actions

These are the most common, straightforward actions that a character might take to attack. More specialized attack actions are covered in the Advanced Combat Maneuvers section.

During a round, you can move and then make a single attack, or attack and then move. In place of the move, you can take any move action; in place of the attack, you can take any attack action or substitute a move action.

Melee Attacks

With a normal melee weapon, you can strike any enemy within 2 meters. (Enemies within 2 meters are considered adjacent to you.)

Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no obstructions (including other characters) between you and the target. Maximum range for a thrown weapon is five range increments. For projectile or energy weapons, it's ten range increments. Some specific ranged weapons have shorter maximum ranges as specified in their descriptions.

You can't use a ranged weapon if an opponent is adjacent to you, unless that opponent is helpless (see page 143).

Improvised Thrown Weapons: Sometimes objects not crafted to be weapons get thrown: small rocks, vases, pitchers, lightsabers, and so forth. Because they are not designed for this use, all characters who use improvised weapons are treated as not proficient with them and suffer a –4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. Their size and the damage they deal have to be adjudicated by the GM.

A character who has the Throw Lightsaber feat (page 101) does not suffer the –4 penalty when using his lightsaber as a thrown weapon.

Attack Rolls

An attack roll represents your attempts to strike your opponent. It does not represent a single swing of a lightsaber or shot from a blaster, for example. Rather, it simply indicates whether, perhaps over several attempts, you managed to connect solidly.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's Defense, you hit and deal damage.

Automatic Misses and Hits

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit (see Critical Hits, below).

Damage Rolls

If the attack roll result equals or exceeds the target's Defense, the attack is successful, and you deal damage. Roll the appropriate damage for your weapon (see Table 7–2: Weapons, page 116). Damage is deducted from the target's current vitality points, if the target has any. If not, the damage is deducted from the target's wound points. (If damage reduces a target's vitality points to 0, and there's still damage left over, it's applied to wound points.) If the opponent's wound points drop to 0, he's in bad shape (see Injury and Death, page 139).

Critical Hits

When you make an attack roll and get a natural 20 (the d20 actually shows 20), you hit regardless of your target's Defense, and you have scored a threat. The hit might be a critical hit (sometimes called a "crit"). To find out whether

Melee and Ranged Attack Situations
0
2 meters
Rorworr can't use his ranged weapon because an active opponent is adjacent to him. He must move or make a melee attack.
Deel and Sia-Lan are flanking the battle droid. They each get a +2 bonus on melee attack rolls.
If Vor'en makes a ranged attack against this droid, he suffers a -4 penalty because it's in melee with Rorworr.
Vor'en can make ranged attacks against this battle droid.
Vor'en suffers a -4 penalty to shoot at the droid because it's in melee with Deel and Sia-Lan, plus Deel provides it with a +4 cover bonus to Defense.

Ranged Weapon Attacks
0
2 meters
Rorworr has line of sight to this battle droid.
This battle droid has one-half cover (+4 Defense).
Rorworr can shoot this battle droid, but he suffers a -4 penalty because it's in melee with Sia-Lan.
Rorworr suffers a -4 penalty because this battle droid is in melee with Sia-Lan, plus Sia-Lan provides it with a +4 cover bonus to Defense.

it's a critical hit, you immediately make a critical roll, which is another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's Defense, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit against a normal opponent (that is, one with one or more levels of a hero class or prestige class) means that you apply the weapon's damage to the target's wound points. A critical hit against a grunt (an opponent with no levels of a hero class or prestige class) automatically reduces the grunt to 0 wound points.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. Lightsabers, for instance, give you a threat on a natural attack roll of 19 or 20. In such cases, a roll below 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Multiple Attacks

A character with more than one attack per round must use a full attack action in order to get more than one attack. A full attack counts as a full-round action.

Shooting or Throwing into a Melee

If you shoot or throw a ranged weapon at a target that is engaged in melee with an ally, you suffer a –4 penalty on your attack roll because you have to aim carefully to avoid hitting your ally. Two characters are engaged in melee if they are enemies of each other and are adjacent to each other. (An unconscious or otherwise immobilized character is not considered engaged unless he is being attacked.)

Precise Shot: If you have the Precise Shot feat (page 96), you don't suffer this penalty.

Fighting Defensively

You can choose to fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to your Defense for the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is essentially like attacking with a weapon, except that an unarmed strike cannot cause a critical hit.

An unarmed strike from a Medium-size character deals 1d3 points of damage (with your Strength modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Move Actions

With the exception of specific movement-related skills, most move actions don't require a skill check. In some cases (such as shouldering a stuck door), ability checks might be required.

Move

The simplest move action is moving your character's speed. If you take this kind of move action during your turn, you can't take a 2-meter step.

Many nonstandard modes of movement are also covered under this category, including climbing (up to one-quarter of your speed).

If you are adjacent to an opponent, you can't move more than a 2-meter step unless you have the Mobility feat.

Manipulating an Item

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, picking up an item, retrieving a stored item, loading a weapon, opening a door, or moving a heavy object.

If you take this kind of move action, you can take a 2-meter step.

Standing Up

Standing up from a fallen position requires a move action.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with an attack or move action, though if it doesn't involve movement you can take a 2-meter step.

Charge

Charging is a special full-round action that allows you to move more than your speed *and* attack during the same round. However, it carries tight restrictions on how you can move.

Movement during a Charge: You must move before your attack, not after it. You must move at least 4 meters and may move up to double your speed. All movement must be in a straight line, with no backing up allowed. You must stop as soon as you are within striking range of your target. You can't run past him and attack from another direction.

Attacking: After moving, you may make a single melee attack. Since you use the momentum of the charge in your favor, you get a +2 bonus on the attack roll. Since a charge is impossible without a bit of recklessness, you also suffer a –2 penalty to your Defense for 1 round (until your next action).

Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

Weapons Readied against a Charge: Spears and other long piercing weapons deal double damage when readied (set) and used against a charging character (see Ready, page 144).

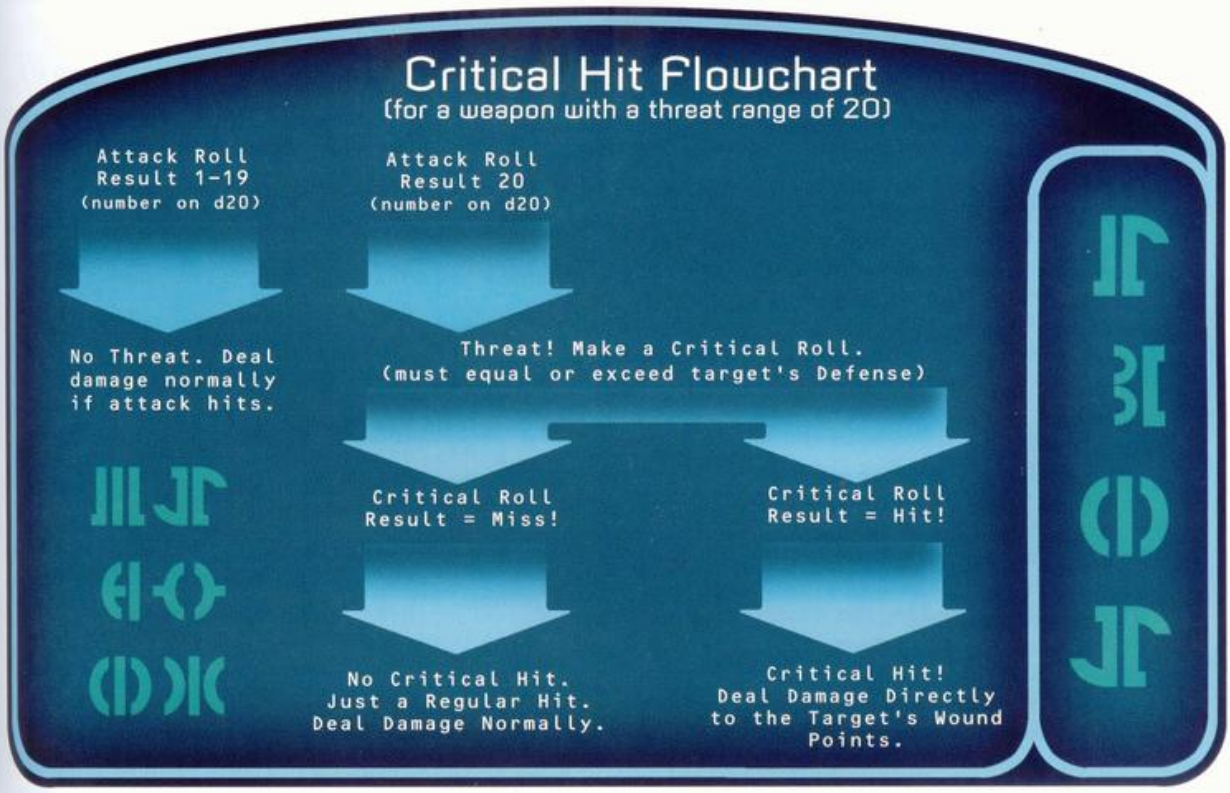
Full Attack

If you get more than one attack per action because your base attack bonus is high enough, you fight with two weapons, you're using a double weapon, or for some special reason (such as a feat), you must use a full attack action to get your additional attacks.

A full attack is a full-round action. Because of this, the only movement you can take during a full attack is a 2-meter step. You may take the step before, after, or between your attacks.

If you get multiple attacks because of your base attack bonus, you must make the attacks in order from the highest bonus to the lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

After your first attack, if you have not taken a 2-meter step, you can decide to move instead of making your remaining attacks. Essentially, you can decide whether to make one attack (with a move action) or take the full attack (forfeiting your move action) depending on how the first attack turns out.


Critical Hit Flowchart
(for a weapon with a threat range of 20)
Attack Roll Result 1–19 (number on d20)
Attack Roll Result 20 (number on d20)
No Threat. Deal damage normally if attack hits.
Threat! Make a Critical Roll. (must equal or exceed target's Defense)
Critical Roll Result = Miss!
Critical Roll Result = Hit!
No Critical Hit. Just a Regular Hit. Deal Damage Normally.
Critical Hit! Deal Damage Directly to the Target's Wound Points.

Speeding Up Combat

You can use a couple of tricks to make combat run faster.

Attack and Damage: Roll your attack die and damage die (or dice) at the same time. If you miss, you can ignore the damage, but if you hit, your friends don't have to wait for you to make a second roll for damage.

Multiple Attacks: Use dice of different colors so you can make your attack rolls all at once instead of one at a time. Designate which attack is which color before you roll.

Roll Ahead of Time: Once you know who you are attacking and how, make your attack rolls before it is your turn so you have the results ready when your turn comes around. (Get your GM's okay before you roll ahead of time. Some GMs like to watch their players' attack rolls.)

Dice as Round Counters: Use dice to keep track of how many rounds a short-duration effect has been active. Each round, turn the die to the next number until the effect ends.

Concealment Rolls: If you know what your chance to miss is because of your target's concealment, you can roll it along with your attack roll. If the concealment roll indicates a miss, just ignore the attack roll.

Prep Initiative: Have your GM roll the characters' initiative checks ahead of time and prepare the order of battle. That way when a battle starts you can skip the initiative checks and get right to the action.

Miniatures and Action Figures: Use miniatures (or action figures) to show the relative positions of the combatants. It's a lot faster to place a miniature where you want your character to be than to explain (and remember) where your character is relative to everyone else.

You can choose to fight defensively when taking a full attack. If you do so, you take a –4 penalty on all attacks in the round to gain a +2 dodge bonus to your Defense for the same round.

Attacking with Two Weapons: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is very hard, however, and you suffer a –6 penalty with your regular attack or attacks with the weapon in your primary hand and a –10 penalty on the attack with the weapon in your off hand. You can reduce these stiff penalties three ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. A light weapon is one that's smaller than a weapon you could use in one hand. Its size category is smaller than yours. (An unarmed strike is always considered light.)
- The Ambidexterity feat reduces the off-hand penalty by 4.
- The Two-Weapon Fighting feat reduces both penalties by 2.

Table 8–3: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons: You can use double weapons to make an extra attack as if fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table 8–3: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Ambidexterity feat	–6	–6
Two-Weapon Fighting feat	–4	–8
Off-hand weapon is light and Ambidexterity feat	–4	–4
Off-hand weapon is light and Two-Weapon Fighting feat	–2	–6
Ambidexterity feat and Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat	–2	–2

Withdraw

You can withdraw from combat as a full-round action. This allows you to move up to twice your speed. The first 2 meters of this movement must be away from all opponents. If this first 2 meters of movement would still leave you adjacent to one or more opponents, you cannot withdraw. Thus, if you're cornered or surrounded by multiple opponents, you might not be able to withdraw.

If you have the Mobility feat, you can withdraw from combat even if the first 2 meters of movement would leave you adjacent to one or more opponents.

Run

You can run as a full-round action. (You do not get a 2-meter step.) When you run, you can move up to four times your normal speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to Defense since you can't avoid attacks.

You can run for a number of rounds equal to your Constitution score, but after that you must succeed at a Constitution check (DC 10) to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character that has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, the character can move no faster than a normal move.

A run represents a speed of about 20 kph for an unencumbered Human.

Miscellaneous Actions

Some actions don't fit neatly into the above categories. Some of these options are actions that take the place of or are variations on the actions described in Attack Actions and Move Actions. For actions not covered below, the GM must determine how long such an action takes to perform.

Total Defense

As an attack action, you can simply defend yourself. You don't actually attack, and you can't perform any activity other than moving your speed, but you get a +4 dodge bonus to your Defense for 1 round.

Use Feat or Skill

Certain feats, such as Whirlwind Attack, let you take special actions in combat. Others are not actions themselves; instead, they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Likewise, the skill descriptions in Chapter 4: Skills note how long it takes to make a skill check. Unless it's a movement-related skill, you should be able to make a 2-meter step during the round you make the check.

Injury and Death

Your vitality and wound points measure how hard you are to kill. While exotic aliens and monstrous creatures know a number of special ways to hurt, harm, or kill their victims, you usually just take damage and lose vitality (or wound) points. The damage from each successful attack and each fight accumulates, dropping your vitality or wound point total until you reach 0. Then you're in trouble.

> "I feel terrible."
>
> —Han Solo

Luckily, you also have a number of ways to regain vitality and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost vitality or wound points.

What Vitality Points Represent

Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a lethal hit into a near miss. Losing vitality points from a blaster shot doesn't necessarily mean the blaster hits you, but rather that you just barely dodged taking significant damage from it. As you lose vitality points, you can become fatigued and less able to avoid potentially deadly attacks. A high-level character has a much greater pool of vitality points, since he or she is much better able to avoid deadly damage.

What Wound Points Represent

Wound points represent your character's capacity to withstand physical trauma. Losing wound points from a blaster shot means the shot hit you in some way, from a graze to a kill shot.

Effects of Damage

Damage doesn't slow you down until your vitality points or wound points reach 0.

At 0 vitality points, you're fatigued. Characters that are fatigued can't run or charge, and they suffer an effective penalty of –2 to Strength and Dexterity. Also, any further damage you suffer from this point on is applied directly to your wound points. Furthermore, you immediately make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds. (A stunned character loses his Dexterity bonus and can take no actions.) After 8 hours of complete rest, fatigued characters return to normal.

At 0 wound points, you're unconscious and may die (see below).

Damaging Helpless Defenders

Even if you have lots of vitality points, a blaster in the face is still a blaster in the face. Sometimes a character can't avoid damage or deflect blows. While he's helpless, he's in trouble (see Helpless Defenders, page 143).

Unconscious and Dying (0 Wound Points)

When your wound points drop to 0, you're unconscious. You can't take any action until you regain 1 or more wound points. You must immediately make a Fortitude saving throw with a DC of 10. If the save fails, the character dies. If the save succeeds, the character remains unconscious and dying.

A dying character must make a Fortitude save every hour (DC 10 + 1 per hour of unconsciousness). If a save fails, the character dies. If the save succeeds, the character remains alive and unconscious, but must make another check in 1

VARIANT: DAMAGE TO SPECIFIC AREAS

Sometimes, despite the abstract nature of *Star Wars* combat, you may want to apply damage to specific parts of the body. If a character's hands are thrust into flames, if she steps on shards of metal, or if she takes a lightsaber hit to her right arm, you might choose to assign damage to a specific part of the character's body.

When this happens, you can apply an appropriate –2 modifier to any action that the character undertakes using that portion of her body. Use the following as a guide for what rolls are modified by injuries to what parts. The Gamemaster can impose other penalties as he sees fit.

Head	All attack rolls, saves, and checks
Eye	Appraise, Craft, Demolitions, Disable Device, Forgery, Pilot, Repair, Search, Sense Motive, Spot, and Survival checks, initiative rolls, Dexterity checks, Reflex saving throws
Ear	Diplomacy, Listen, and Sense Motive checks, initiative rolls
Hand	Climb, Computer Use, Craft, Demolitions, Disable Device, Escape Artist, Forgery, Pilot, Repair, Sleight of Hand, and Treat Injury checks, attack rolls
Arm	Climb and Swim checks, attack rolls, Strength checks
Foot/Leg	Climb, Jump, Move Silently, Ride, Swim, and Tumble checks, Dexterity checks, Reflex saving throws; reduce speed by 2 meters per round

Each day of rest reduces the penalty by 1 point. A successful Treat Injury check (DC 20) also reduces it by 1 point (no more than 1 point can be eliminated every 24 hours via Treat Injury).

This sort of rule puts pressure on the GM to create a lot of ad hoc rulings. If that's acceptable, use this rule freely. If not, ignore it.

hour. (If the check succeeds by 10 or more, or if the roll is a natural 20, the character stabilizes.)

Note that it is possible to become unconscious without losing all of your wound points.

Stabilization and Recovery

An unconscious and dying character (one with 0 wound points) stabilizes naturally if his or her Fortitude saving throw succeeds by 10 or more, or the roll is a natural 20. Other methods for stabilizing an unconscious and dying character are described below:

- Successful use of the Treat Injury skill, DC 15
- Using a medpac (which stabilizes the character but doesn't heal any wounds)
- Successful use of the Heal Another Force skill (which stabilizes the character but doesn't heal any wounds), DC 10

A stabilized character doesn't need to make Fortitude saving throws every hour to avoid death.

A stabilized character still has 0 wound points, but regains wound points at the normal rate (1 wound point per day of rest). However, if a stabilized character suffers any additional wound damage, he or she must resume making a Fortitude saving throw every hour as noted above.

Healing that raises a character above 0 wound points makes the character regain consciousness, though the character will be fatigued. A character that is fatigued from two different sources (such as recovery from unconsciousness and loss of vitality points) is exhausted. (Exhausted characters move at half their normal speed and suffer an effective penalty of –6 to Strength and Dexterity. Exhaustion is reduced to fatigue by 1 hour of rest.)

Healing

After taking damage, you can recover vitality and wound points through natural healing (over the course of hours or days), by using medical equipment (the rate varies), or by Force healing (nearly instantly). In any case, you can't regain vitality or wound points above your maximum total.

Natural Healing

You recover 1 vitality point per character level per hour of rest, and 1 wound point per day of rest. For example, a 5th-level soldier recovers 5 vitality points per hour of rest and 1 wound point per day of rest. You may engage in light, nonstrenuous travel or activity, but any combat prevents you from healing that hour (or day).

Higher-level characters recover lost vitality points faster because they're tougher and also because a given number of lost vitality points represents less fatigue for a higher-level character. A 5th-level soldier who has lost 10 vitality points isn't seriously fatigued, but a 1st-level soldier who has lost 10 vitality points is.

Assisted Healing

A trained healer can double the rate at which a fatigued or injured person recovers lost vitality or wound points. Using the long-term care option of the Treat Injury skill, a healer can increase the rate of recovery to 2 vitality points per character level per hour and 2 wound points per day.

Equipment Healing

Certain items can restore lost vitality or wound points. Medpacs are good for stabilizing a dying character or restoring lost wound points. A bacta tank treatment restores both wounds and vitality points at an advanced rate. See Chapter 7: Equipment for more information.

Force Healing

Jedi and other Force-using characters are capable of healing vitality or wound damage through the use of the Heal Another or Heal Self Force skills.

Healing Limits

You can never get back more vitality or wound points than you lost. Even Force healing won't raise your vitality or wound points higher than your maximum total.

Movement and Position

Few characters in a fight are likely to stand still for long. Enemies appear and charge the party. The heroes reply, advancing to take on new foes after they down their first opponents. Jedi move quickly from place to place, staying in the thick of the action. Scoundrels quietly skirt the fracas seeking a straggler or an unwary opponent to strike with a sneak attack. Finally, if the fight is lost, most characters find it to their advantage to remove themselves from the vicinity. Movement is just as important as attack skill and Defense in gaining the upper hand on the battlefield.

Movement and position are most easily handled by using miniature figures representing the characters and opponents. The standard scale equates 1 inch on the tabletop to 2 meters in the game world. Whenever possible, use units of 2 meters for movement and position. Calculating distance any more precisely than that is more trouble than it is worth. Chapter 12: Gamemastering *Star Wars* also has guidelines for using a tabletop grid to regulate movement, position, and related issues.

If you want to use *Star Wars* action figures instead of miniatures, the scale becomes 2 inches for every 2 meters.

Table 8-4: Standard Scale

One inch = 2 meters
"Next to" or "adjacent" = 1 inch (2 meters) away
30 mm figure = A 2-meter-tall character
A Medium-size character occupies an area 1 inch (2 meters) across.
One round = 6 seconds

Tactical Movement

Where you can move, how long it takes you to get there, and whether you're vulnerable to attacks while you're moving are key questions for combat.

How Far Can Your Character Move?

Your speed is determined by your species and any armor you may be wearing (see Table 8–5: Tactical Speed). Your speed while unarmored is called your base speed.

Encumbrance: A character encumbered by a large amount of gear may move more slowly than normal (see Carrying Capacity, page 111).

Movement in Combat: Generally, you can move your speed in a round (a move action) and still do something, such as swinging a lightsaber (an attack action). You can substitute a second move action for your attack action if you wish, allowing you to move twice your speed that round. If you flat-out run (a full-round action), you can quadruple your movement rate. If you do something else that requires a full-round action, such as attacking more than once, you can only take a 2-meter step. Some specific actions don't allow you to move at all. See Action Types on page 134 and Table 8–2: Fundamental Actions in Combat to see how far you can move with each action.

Table 8-5: Tactical Speed

Size	No Armor or Light Armor	Medium Armor	Heavy Armor
Medium-size	10 meters	8 meters	6 meters
Small	6 meters	4 meters	2 meters

Passing Through

Sometimes you can pass through an area occupied by another character.

Friendly Character: You can move through an area occupied by a friendly character.

Unfriendly Character Not an Obstacle: You can move through an area occupied by an unfriendly character who doesn't present an obstacle, such as one who is dead, unconscious, bound, stunned, or just cowering.

Tumbling: A trained character can attempt to tumble through an area occupied by an enemy. (See the Tumble skill, page 83.)

Area Occupied by Target Three Sizes Larger or Smaller: Any character can move through an area occupied by an opponent three size categories larger or smaller than the moving character is.

Designated Exceptions: Some opponents break the above rules, as detailed in their descriptions.

Flanking

If you are attacking an opponent and an ally directly opposite you is also attacking the same opponent, you and your ally flank the opponent. You gain a +2 flanking bonus on your attack roll. A scoundrel in this position can also sneak attack the target. The ally must be on the other side of the opponent so that the opponent is directly between you.

Ganging Up

Typically, up to eight attackers can gang up on an individual target, provided they have room to maneuver freely. If the defender can fight side by side with allies, back into a corner, fight through a doorway, or otherwise protect himself, attackers can't gang up in this way.

Picture the eight attackers as evenly spaced out surrounding the defender. The defender can reduce the opportunity for attackers to gang up based on how much of the area around himself he can block off. Backed against a wall, a character only allows five attackers to get at him. Backed into a corner, only three attackers can get at him at a time. If the defender is standing in a doorway, the opponent in front of him can attack normally and one opponent on either side can attack as well, but the defender benefits from one-half cover (see Cover, page 142). If the defender is fighting in a 2-meter-wide corridor, only one attacker can get at him (unless attackers are coming at him from both directions).

The above rules are for Medium-size and Small characters. Larger creatures present room for more attackers to get at them (see below), and combatants with ranged weapons can get at defenders more easily, though they usually cannot attack adjacent defenders.

Combined Fire

If a group of characters fire at a single target, they can "combine fire" to improve the chance of scoring a single hit. For each character who contributes to the effort, the primary shooter gains a +1 synergy bonus on his attacks (to a maximum synergy bonus of +4). The contributing characters essentially give up any chance of hitting the target to contribute the bonus. Combining fire is a full-round action for both the contributing characters and the primary shooter.

Example: A squad of 10 stormtroopers fires at a fleeing scoundrel (Defense 18). The GM picks two of the stormtroopers to be primary shooters; each one is assisted by four other stormtroopers. Each primary shooter gains a +4 bonus on attacks.

Big and Little Characters in Combat

Characters smaller than Small or bigger than Medium-size have special rules relating to position. These rules concern the characters' "faces," or sides.

Face: "Face" is how wide a face a character presents in combat. This width determines how many characters can fight side by side in a 4-meter-wide corridor and how many characters can attack a target at the same time. A face is essentially the border between the square or rectangular space that a character occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because combatants are constantly moving and turning in battle. Unless a character is immobile, he or she practically doesn't have a front or a left side—at least not one you can locate on the tabletop.

Big Opponents: Big characters (long, Large creatures, and Huge, Gargantuan, or Colossal creatures) take up more space on the battlefield than a Medium-size Human does. More combatants can attack them because more combatants can surround them. As a rule of thumb, assume that one Small or Medium-size combatant can get to each 2-meter length of the creature and four more combatants can fit into the "corners" where one side meets another. (This rule is why you can get eight people around a Medium-size creature at once: One fits on each 2-meter face, and one fits on each corner.)

Very Small Creatures: Very small creatures (Fine, Diminutive, and Tiny) must be in your area to attack you. You can attack into your own area if you need to with a melee attack, so you can attack very small opponents normally.

Bigger Creatures Attacking Smaller Creatures: Big and small creatures can attack a defender in different numbers.

Table 8-6: Creature Size and Scale

Size (Example)	Face	Defense Modifier
Colossal (krayt dragon)	18 m x 18 m	–8
Gargantuan (fambaa)	14 m x 14 m	–4
Huge (bantha, rancor)	4 m x 10 m	–2
Large (Hutt)	2 m x 4 m	–1
Medium-size (Human)	2 m x 2 m	+0
Small (Ewok)	2 m x 2 m	+1
Tiny (ysalamiri, cat)	1 m x 1 m	+2
Diminutive (rockwart, toad)	0.5 m x 0.5 m	+4
Fine (stingfly)	0.2 m x 0.2 m	+8

Combat Modifiers

Sometimes you just have to go toe-to-toe in a fight, but you can usually gain some advantage by seeking a better position, either offensively or defensively. This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

Favorable and Unfavorable Conditions

Depending on the situation, you may gain bonuses or suffer penalties on your attack roll. Your GM judges what bonuses and penalties apply, using Table 8–7: Attack Roll Modifiers as a guide.

Table 8-7: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	–
Attacker on higher ground	+1	0
Attacker fallen	–4	0
Attacker concealed	+2†	+2†
Defender sitting or kneeling	+2	–2
Defender fallen	+4	–4
Defender stunned, cowering, or off balance	+2†	+2†
Defender climbing	+2†	+2†
Defender surprised or flat-footed	+0†	+0†
Defender running	+0†	–2†
Defender grappling (attacker not)	+0†	+0††
Defender pinned	+4†	–4†
Defender has cover	–See Cover–	
Defender concealed	–See Concealment–	
Defender helpless (such as bound or sleeping)	–See Helpless Defenders–	

**You flank a defender when you have an ally on the opposite side of the defender, also attacking the defender. Scoundrels can sneak attack defenders they flank.*

†The defender loses any Dexterity bonus to Defense.

††Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.

Cover

One of the best defenses available is cover. By taking cover behind a pillar, a wall, a landspeeder, or the bulkhead in a space station corridor, you can protect yourself from attacks, especially ranged attacks.

Cover provides a bonus to your Defense. The more cover you have, the bigger the bonus. In a melee, if you have cover against an opponent, that opponent probably has cover against you, too. With ranged weapons, however, it's easy to have better cover than your opponent has. Indeed, that's what blaster slits in garrison walls are all about.

The GM may impose other penalties or restrictions to attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers you. Your GM determines the value of cover. This measure is not a strict mathematical calculation, however. After all, you gain more value from covering the parts of your body your opponent wants to hit. If the bottom half of your body is covered (as when a Human stands behind a meter-high wall), that only gives you one-quarter cover. If the left or right half of your body is covered, as when you're part of the way behind a corner, you get one-half cover.

Table 8–8: Cover gives examples of various situations that produce certain degrees of cover, and even these examples might not hold true in exceptional circumstances. For example, a meter-high wall might provide a Human one-half cover in melee against Ewok opponents, who have a hard time striking a Human's upper body, but the same wall might grant a Human no cover in melee against a Wookiee.

Cover Defense Bonus

Table 8–8: Cover lists the Defense bonuses for different degrees of cover. Add the relevant number to your Defense. This cover bonus does not stack with certain other bonuses. For example, kneeling gives you a +2 bonus to your Defense against ranged weapons. Kneeling behind a low wall could change your cover from one-quarter (+2) to three-quarters (+7). You would not get the +2 kneeling bonus on top of the cover bonus.

Cover Reflex Save Bonus

Table 8–8: Cover lists the Reflex save bonuses for different degrees of cover. Add this bonus on Reflex saves against attacks that affect an area, such as a grenade blast. These bonuses only apply to attacks that originate or spread out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that missed the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the attack hits the object used for cover. This can be particularly important to know in cases where a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the character suffers the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all.

Table 8-8: Cover

Degree of Cover	Example	Cover Defense Bonus	Cover Reflex Save Bonus
One-quarter	A Human standing behind a meter-high wall	+2	+1
One-half	Fighting from around a corner; standing at an open window; behind a character of the same size	+4	+2
Three-quarters	Peering around a corner	+7	+3
Nine-tenths	Standing at a narrow opening; behind a door that's slightly ajar	+10	+4*
Total	On the other side of a solid wall	—	—

**Half damage if save is failed; no damage if save is successful*

Concealment

Besides cover, another way to avoid attacks is by making it hard for opponents to know where you are. Concealment includes all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy.

Concealment is subjectively measured by how well it conceals a defender. Examples of what might qualify as concealment of various degrees are given on Table 8–9: Concealment. Concealment always depends on the attacker. Total darkness, for example, is meaningless to a character with darkvision. Moderate darkness doesn't hamper a character with low-light vision, and near total darkness is only one-half concealment for such a character.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss-chance percentile roll (a "d% roll") to avoid being struck.

Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. To save time, you can make the roll that's most likely to result in a miss first so that you're less likely to have to make two rolls, or you can just make both rolls at the same time.

When multiple concealment conditions apply to a defender (behind dense foliage and in near total darkness, for example), use the one that would produce the highest miss chance. Do not add the miss chances together.

Table 8-9: Concealment

Concealment	Example	Miss Chance
One-quarter	Light fog; moderate darkness; light foliage	10%
One-half	Dense fog at 2 meters; precipitation	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Total darkness; attacker blind; dense fog at 4 meters	50% and must guess target's location

Helpless Defenders

A helpless foe—one that is bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You can sometimes approach a target unawares, get adjacent to it, and treat the opponent as helpless. For example, if a target allows you to approach, you can get close and place a blaster to the back of the target's head and deliver a coup de grace.

Regular Attack

A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender (naturally) can't add a Dexterity bonus to Defense. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to Defense were –5. (A scoundrel could also sneak attack him.)

Coup de Grace

As a full-round action (allowing no move other than a 2-meter step), you can use a melee weapon to deliver a coup de grace to a helpless foe. You can also use a ranged weapon, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives, he must make a Fortitude save (DC 10 + damage inflicted) or die.

You can't deliver a coup de grace against an opponent that is immune to critical hits.

Special Initiative Actions

Usually you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, you take no action and then act normally at whatever initiative point you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative result at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what was going to happen.

"Wipe them out... all of them."

—Darth Sidious

For example, Deel and Vor'en both want to get past a guard protecting a crime boss. Deel's initiative count is 22, but he delays. He wants to attack the crime boss, but knows that he can't move past the guard (because he doesn't have the Mobility feat). On 14, Vor'en fires his heavy blaster rifle at the guard and renders him unconscious. Now Deel can move up to the crime boss freely, but his initiative is reduced to 13 (just after Vor'en's initiative of 14). For the rest of the battle, Deel acts on initiative count 13.

Delaying Limits

The lowest a character can voluntarily lower his initiative is –10 minus his initiative bonus. When the initiative count reaches that point, that character must act or forfeit any action that round. For instance, a character with an initiative bonus of 3 could wait until the initiative count reached 0, then wait for it to reach –10, but he would have to act on –13 or forfeit his action for that round.

Multiple Characters Delaying

If multiple characters are delaying, the one with the highest initiative bonus (or higher Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying characters are trying to go after the other, the one with the highest initiative bonus gets to go last.

For instance, Deel and a Rodian stranger run across each other in a back alley in a big city. Deel's initiative count is 17, before the Rodian's. He doesn't want to flee, parley, or commit to an attack, so he delays, intending to act after the stranger acts. The stranger's initiative count is 12. He delays, too. The initiative count drops down, and neither character acts. (If there were other characters in the encounter, they'd act on their initiative counts.) Finally, the count reaches –14, Deel's limit (thanks to his +4 initiative bonus), and the Rodian still hasn't acted. Deel has to choose, and the Rodian (who apparently has a higher initiative bonus) will get to respond. Deel decides to put his hand on his blaster pistol and ask, "You wouldn't happen to work for Jabba the Hutt, would you?"

Ready

Readying lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is an attack action, so you can move as well.

How Readying Works

Deel and his friend Sia-Lan have just encountered a trio of Tusken Raiders in the wilds of Tatooine. On initiative count 14, Deel specifies that he is going to fire his blaster at the first Raider to raise his weapon. On count 10, Sia-Lan moves next to Deel and readies an attack with her lightsaber so that she can strike any foe that comes within 2 meters. On 7, the Tusken Raiders charge, brandishing their gaffi sticks. As soon as the lead Raider raises his weapon, Deel fires his blaster, but misses. Next Sia-Lan swings at the first Raider to reach her and drops him. Other Raiders, however, reach Sia-Lan and attack her. From this point on, both Deel and Sia-Lan act on initiative count 7 (and before the Raiders).

Readying an Action

You can ready a single attack action or move action. To do so, specify the attack or move you will take and the circumstances under which you will take it. Then, any time before your next action, you may take the readied action in response to those circumstances. The action can come before the action that triggers it. For the rest of the fight, your initiative result is the count on which you took the readied action.

Initiative Consequences of Readying

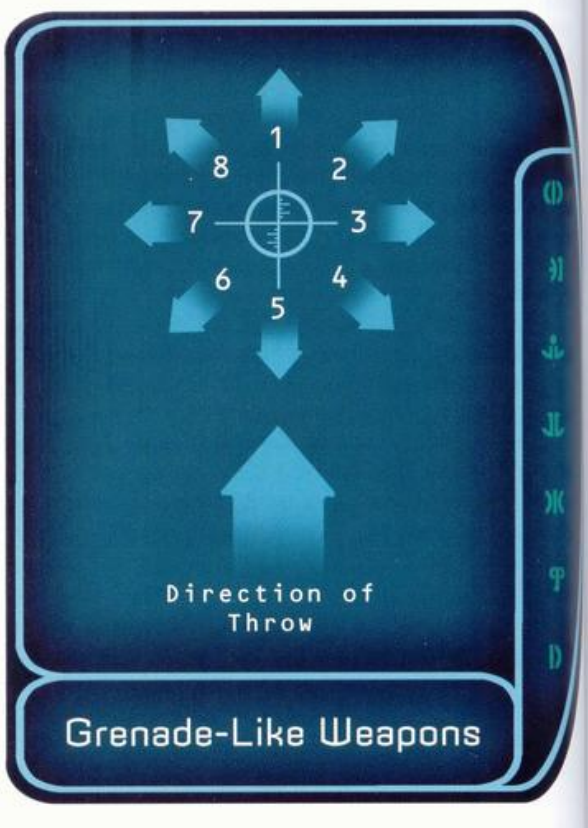
Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action on the next round, before your regular action, your initiative rises to the new point in the order of battle, and you do not get your regular action that round.

Readying a Weapon Against a Charge

You can ready certain piercing weapons, such as spears, by setting them to receive an opponent's charge attack. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

Special Weapon Effects

Some weapons, such as grenades, have effects that are too complicated to be resolved by a simple attack roll, while others have additional options you can use in combat.



Autofire

You may attempt two extra attacks per round with a weapon that has autofire. The extra attacks are at your highest base attack bonus, but each attack (the extra ones and the normal ones) suffers a –6 penalty. You must use a full attack to use autofire. (A full attack is a full-round action.)

Grenadelike Weapon Attacks

A grenadelike weapon is one that affects an area, rather than a specific target. Its effect is broad enough that it can hurt characters just by landing close to them. Grenadelike weapons include grenades, explosives, vials of acid, and any other weapons that can affect an area. Attacks with grenadelike weapons are ranged attacks. Direct hits deal direct hit damage; those struck may make a Reflex saving throw to take half damage.

Instead of targeting an opponent with a grenade, you can throw a grenade so that it will land in the target's immediate vicinity (in game terms, in a target's 2-meter-by-2-meter-square). This only requires an attack roll of 5 or better (the square has an effective Defense of 5). If the attack succeeds, the grenade lands at the target's feet.

If you miss your target, roll 1d3 to see how many meters away from the target the weapon lands. Add +1 meter for

Table 8-10: Multiple Ranged Attacks

Base Attack Bonus	Multifire Weapon	Multifire Weapon w/Rapid Shot	Multifire Weapon w/Multishot	Multifire Weapon w/Both Feats
+0	–4/–4	–6/–6/–6	–2/–2	–4/–4/–4
+1	–3/–3	–5/–5/–5	–1/–1	–3/–3/–3
+2	–2/–2	–4/–4/–4	+0/+0	–2/–2/–2
+3	–1/–1	–3–3/–3	+1/+1	–1/–1/–1
+4	+0/+0	–2/–2/–2	+2/+2	+0/+0/+0
+5	+1/+1	–1/–1/–1	+3/+3	+1/+1/+1
+6/+1	+2/+2/–3	+0/+0/+0/–5	+4/+4/–1	+2/+2/+2/–3
+7/+2	+3/+3/–2	+1/+1/+1/–4	+5/+5/+0	+3/+3/+3/–2
+8/+3	+4/+4/–1	+2/+2/+2/–3	+6/+6/+1	+4/+4/+4/–1
+9/+4	+5/+5/+0	+3/+3/+3/–2	+7/+7/+2	+5/+5/+5/+0
+10/+5	+6/+6/+1	+4/+4/+4/–1	+8/+8/+3	+6/+6/+6/+1
+11/+6/+1	+7/+7/+2/–3	+5/+5/+5/+0/–5	+9/+9/+4/–1	+7/+7/+7/+2/–3
+12/+7/+2	+8/+8/+3/–2	+6/+6/+6/+1/–4	+10/+10/+5/+0	+8/+8/+8/+3/–2
+13/+8/+3	+9/+9/+4/–1	+7/+7/+7/+2/–3	+11/+11/+6/+1	+9/+9/+9/+4/–1
+14/+9/+4	+10/+10/+5/+0	+8/+8/+8/+3/–2	+12/+12/+7/+2	+10/+10/+10/+5/+0
+15/+10/+5	+11/+11/+6/+1	+9/+9/+9/+4/–1	+13/+13/+8/+3	+11/+11/+11/+6/+1
+16/+11/+6/+1	+12/+12/+7/+2/–3	+10/+10/+10/+5/+0/–5	+14/+14/+9/+4/–1	+12/+12/+12/+7/+2/–3
+17/+12/+7/+2	+13/+13/+8/+3/–2	+11/+11/+11/+6/+1/–4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/–2
+18/+13/+8/+3	+14/+14/+9/+4/–1	+12/+12/+12/+7/+2/–3	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/–1
+19/+14/+9/+4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/–2	+17/+17/+12/+7/+2	+15/+15/+15/+10/+5/+0
+20/+15/+10/+5	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/–1	+18/+18/+13/+8/+3	+16/+16/+16/+11/+6/+1

Base Attack Bonus	Autofire Weapon	Autofire Weapon w/Rapid Shot	Autofire Weapon w/Multishot	Autofire Weapon w/Both Feats
+0	–6/–6/–6	–8/–8/–8/–8	–4/–4/–4	–6/–6/–6/–6
+1	–5/–5/–5	–7/–7/–7/–7	–3/–3/–3	–5/–5/–5/–5
+2	–4/–4/–4	–6/–6/–6/–6	–2/–2/–2	–4/–4/–4/–4
+3	–3–3/–3	–5/–5/–5/–5	–1/–1/–1	–3/–3/–3/–3
+4	–2/–2/–2	–4/–4/–4/–4	+0/+0/+0	–2/–2/–2/–2
+5	–1/–1/–1	–3/–3/–3/–3	+1/+1/+1	–1/–1/–1/–1
+6/+1	+0/+0/+0/–5	–2/–2/–2/–2/–7	+2/+2/+2/–3	+0/+0/+0/+0/–5
+7/+2	+1/+1/+1/–4	–1/–1/–1/–1/–6	+3/+3/+3/–2	+1/+1/+1/+1/–4
+8/+3	+2/+2/+2/–3	+0/+0/+0/+0/–5	+4/+4/+4/–1	+2/+2/+2/+2/–3
+9/+4	+3/+3/+3/–2	+1/+1/+1/+1/–4	+5/+5/+5/+0	+3/+3/+3/+3/–2
+10/+5	+4/+4/+4/–1	+2/+2/+2/+2/–3	+6/+6/+6/+1	+4/+4/+4/+4/–1
+11/+6/+1	+5/+5/+5/+0/–5	+1/+1/+1/+1/–2/–7	+7/+7/+7/+2/–3	+5/+5/+5/+5/+0/–5
+12/+7/+2	+6/+6/+6/+1/–4	+2/+2/+2/+2/–1/–6	+8/+8/+8/+3/–2	+6/+6/+6/+6/+1/–4
+13/+8/+3	+7/+7/+7/+2/–3	+3/+3/+3/+3/+0/–5	+9/+9/+9/+4/–1	+7/+7/+7/+7/+2/–3
+14/+9/+4	+8/+8/+8/+3/–2	+4/+4/+4/+4/+1/–4	+10/+10/+10/+5/+0	+8/+8/+8/+8/+3/–2
+15/+10/+5	+9/+9/+9/+4/–1	+5/+5/+5/+5/+2/–3	+11/+11/+11/+6/+1	+9/+9/+9/+9/+4/–1
+16/+11/+6/+1	+10/+10/+10/+5/+0/–5	+6/+6/+6/+6/+3/–2/–7	+12/+12/+12/+7/+2/–3	+10/+10/+10/+10/+5/+0/–5
+17/+12/+7/+2	+11/+11/+11/+6/+1/–4	+7/+7/+7/+7/+4/–1/–6	+13/+13/+13/+8/+3/–2	+11/+11/+11/+11/+6/+1/–4
+18/+13/+8/+3	+12/+12/+12/+7/+2/–3	+8/+8/+8/+8/+5/+0/–5	+14/+14/+14/+9/+4/–1	+12/+12/+12/+12/+7/+2/–3
+19/+14/+9/+4	+13/+13/+13/+8/+3/–2	+9/+9/+9/+9/+6/+1/–4	+15/+15/+15/+10/+5/+0	+13/+13/+13/+13/+8/+3/–2
+20/+15/+10/+5	+14/+14/+14/+9/+4/–1	+10/+10/+10/+10/+7/+2/–3	+16/+16/+16/+11/+6/+1	+14/+14/+14/+14/+9/+4/–1

OPTIONAL RULE: STRAY ATTACKS

In most cases, when a ranged attack misses, the shot might glance off the target's armor, hit the surrounding terrain, or just shoot harmlessly into the sky. Occasionally, though, it may be dramatically appropriate to know where a stray shot goes. A blaster bolt that misses its target may hit an innocent bystander.

At these times, the Gamemaster can rule that a missed attack with a ranged weapon strikes an unintended target if the die roll falls within a certain number range. The GM should roll randomly to determine which person was struck; if the total attack roll exceeds the accidental target's Defense, the new target suffers the damage intended for the original target.

The density of the crowd in the vicinity of the stray attack affects the die roll range as follows:

Crowd Density	Range
1 person per 32 square meters	1
1 person per 16 square meters	1-2
1 person per 8 square meters	1-3
1 person per 4 square meters	1-4
More than 1 person per 4 square meters*	1-5

**This situation isn't normally possible in combat, though tightly packed crowds may create such a circumstance.*

every 2 range increments of distance you threw the weapon. Then roll 1d8 to determine the direction in which the object deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6, short and left, 7 left, 8 long and left.

Once you know where the weapon landed, it deals burst damage to all targets within the "burst radius" of the weapon. Those in this area may make a Reflex save to receive half damage. See Grenades in Chapter 7: Equipment for more details on grenade damage.

Multifire

You may attempt one extra attack per round with a weapon that has the multifire capability. The extra attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a –4 penalty. You must use a full attack to use multifire. (A full attack is a full-round action.)

Multiple Ranged Attacks

Table 8–10: Multiple Ranged Attacks, page 145, calculates each attack bonus, with each type of weapon fire, with Rapid Shot, with Multishot, and with both together. Use the character's base attack bonuses, then add other modifiers (such as for Dexterity) to the result.

Advanced Maneuvers

This section covers a number of advanced maneuvers, such as attacking your opponent's weapon, disarming, and grappling. Your Gamemaster will tell you which of these maneuvers he allows in his game.

Attack an Object

Sometimes you need to attack or break an object, such as when you want to strike an opponent's weapon, blast a control console, or melt open a door.

Strike an Object

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

How Striking an Object Works: The mission team has just escaped from the battle droid garrison, but Rorworr has been unable to escape from the binders that lock around his wrists. Vor'en Kurn draws his trusty heavy blaster pistol and carefully fires a shot at the binders, dealing 12 points of damage. The binders, made of metal, have a hardness of 10, so they only take 2 points of damage. (The GM has already determined that the binders have 10 wound points.) On Vor'en's second attack, he rolls only 8 points of damage. That's below the hardness, so the binders take no further damage. The soldier's third attack, however, deals 18 points of damage (which means the binders take 8), and the binders fall from the smoking wrists of the Wookiee scout.

Binders likewise restrain Deel Surool. Sia-Lan Wezz volunteers to take care of the problem with her lightsaber. The Jedi smoothly swings between Deel's wrists, dealing 10 points of damage. Since lightsabers ignore the hardness of an object, the binders are reduced to 0 wounds and promptly drop to the ground.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on several factors:

Held Objects: An object that is held by a character has a base Defense equal to 15 + its size modifier + the character's Dexterity modifier and class bonus to Defense. This also applies to weapons.

Carried or Worn Objects: Objects that are carried or worn by a character have a base Defense equal to 10 + its size modifier + the character's Dexterity modifier and class bonus to Defense.

Inanimate, Immobile Objects: An inanimate or immobile object has a Defense of 10 + its Dexterity modifier (–5 for no Dexterity) + its size modifier. With a melee weapon, you also get a +4 bonus on your attack roll. If you take a full-round action to line up a shot, you get an automatic hit with a melee weapon, or a +5 attack bonus with a ranged weapon.

Table 8-11: Size and Defense of Objects

	Object Defense		
Size (Example)	**Held***	**Carried***	**Inanimate**
Colossal (broad side of a building)	7	2	–3
Gargantuan (narrow side of a building)	11	6	1
Huge (landspeeder)	13	8	3
Large (blast door)	14	9	4
Medium (cargo crate)	15	10	5
Small (chair)	16	11	6
Tiny (datapad)	17	12	7
Diminutive (comlink)	19	14	9

**A held or carried object can add the character's Dexterity bonus and class bonuses to Defense.*

Damage to Objects: The amount of damage that an object can withstand depends on what it's made out of and how big it is. Weapon damage is rolled normally against objects. Objects are immune to critical hits.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects. For example, you will have a hard time breaking open a blast door with a cesta or cutting a cable with a club.

Vulnerability to Certain Attacks: The GM may rule that certain attacks are especially successful against some objects. For example, it's easy to light a curtain on fire or rip a piece of cloth.

Hardness: Each object has a hardness that represents how well it resists damage. Whenever an object takes damage, subtract the hardness from the damage. Only damage in excess of the hardness is deducted from the object's wound points.

Wound Points: An object's wound point total depends on what it is made of and how big it is. When an object's wound points reach 0, it's ruined.

Very large objects have separate wound point totals for different sections. For example, you can attack and ruin the door of a building without destroying the whole building.

Saving Throws: Unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) an explosion. An item attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character were making the saving throw.

Table 8-12: Substance Hardness and Wound Points

Substance	Hardness	Wound Points
Durasheet	0	1 per cm of thickness
Rope	0	1 per cm of thickness
Glass	1	1 per 2 cm of thickness
Wood	5	4 per cm of thickness
Stone	8	6 per cm of thickness
Metal	10	12 per cm of thickness
Heavy Metal	15	12 per cm of thickness

Breaking Items

When you try to break something with sudden force rather than by dealing regular damage, use a Strength check to see whether you succeed. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its wound points, the DC to break it drops by 2.

Table 8-13: Damaging Objects

Object	Hardness	WP	DC*
Syntherope	0	2	23
Liquid Cable	1	3	23
Computer console	2	5	14
Wooden door	5	5	15
Weapon, small	5	2	14
Weapon, medium	5	5	17
Weapon, large	5	10	20
Permacrete wall (30 cm thick)	8	180	35
Chain	10	5	26
Metal binders	10	10	26
Metal bars	10	15	30
Metal door (10 cm thick)	10	120	35
Metal wall (15 cm thick)	10	180	40
Blast door (60 cm thick)	15	720	45

**To break with Strength check.*

Bantha Rush

As an attack action or as part of a charge, you can bantha rush. When you bantha rush, you attempt to push an opponent straight back instead of attacking him. You can only bantha rush an opponent that is one size category larger than you, the same size, or smaller.

Initiating a Bantha Rush

First, you move into the defender's space, either with a move action or as part of a charge. Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are above Medium-size or a –4 penalty for each size category you are below Medium-size. You get a +2 charge bonus if you were charging. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bantha Rush Results

If you beat the defender, you push him back 2 meters. If you wish to move with the defender, then for every 3 points by which you exceed the defender's check result, you can push him back an additional meter.

If you fail to beat the defender's Strength check, you move 2 meters straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Disarm

As a melee attack, you may make a disarm attempt. You and the defender make opposed attack rolls with your respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a +4 bonus on the attack roll per difference in size category. If the defender is using a weapon in two hands, he gets an additional +4 bonus. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. Otherwise, it's on the ground at the defender's feet. If you fail, then the defender may immediately react and make an attempt to disarm you with the same sort of opposed melee attack roll.

Grapple

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice in the matter. For creatures, grappling can mean trapping you in a toothy maw (the rancor's favorite tactic) or holding you down so it can chew you up (the vornskyr's trick).

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

Base attack bonus + Strength modifier + special size modifier

Special Size Modifier: Your special size modifier for a grapple check is +4 for every size category you are above Medium-size or –4 for every size category you are below Medium-size.

STACKING BONUSES

Stacking means "combining for a cumulative effect." It refers to modifiers that combine together, rather than replacing one another. Generally, factors that apply modifiers to rolls or checks combine if they have different descriptors. ("Descriptor" means such differentiating terms as "armor bonus" or "competence bonus.") Modifiers with the same descriptor only apply the best bonus or worst penalty.

For example, a character gains a +2 equipment bonus for her high-quality weapon, and another +1 equipment bonus for the weapon's custom sight. Of these, only the +2 bonus applies, because they share the same descriptor ("equipment bonus"). If the Gamemaster chose to apply a +2 "luck bonus," then the character would gain a total bonus of +4: +2 for equipment and +2 for luck, with the +1 bonus ignored.

The major exceptions to this rule are dodge bonuses, circumstance bonuses, and synergy bonuses. These *do* stack with one another, unless the specific instances in which they are used indicate otherwise. So, for example, a +2 dodge bonus and a +1 dodge bonus combine together as a +3 dodge bonus.

Starting a Grapple

To start a grapple, you first need to grab and hold your target. Attempting to start a grapple is a melee attack. If you get multiple attacks in a round, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Grab: You can make a melee touch attack to grab the target. If you fail to hit the target with your melee attack, you fail to start the grapple.

Hold: Once you have grabbed your opponent, make an opposed grapple check. If you succeed, you have started the grapple, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose if the target is two or more size categories larger than you are.

Grappling: You and your target are now grappling.

Joining a Grapple

If your target is already grappling someone else, then you can use an attack to start a grapple, as above, except that your grab automatically succeeds. You still have to make a successful opposed grapple check to deal damage and move in to be part of the grapple.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can make an opposed grapple check as an attack. If you win, you can do the following:

Damage Your Opponent: You deal damage like an unarmed strike. If you want to deal normal damage, you suffer a –4 penalty on your grapple check.

Pin: You hold your opponent immobile for 1 round. (If you get multiple attacks, you can use subsequent attacks to damage your opponent. You can't use a weapon on the pinned character or attempt to damage or pin a second opponent while holding a pin on the first.) While you're pinned, opponents other than the one pinning you get a +4 bonus on attack rolls against you (but you're not helpless).

Break Another's Pin: You can break the hold that an opponent has over an ally.

Escape: You can escape the grapple. You can take whatever movement you get. If more than one opponent is grappling you, your grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold you if they don't want to.)

If You're Pinned

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. You can make an opposed grapple check as a melee attack. If you win, you escape the pin, but you're still grappling.

Other Grappling Options

In addition to making opposed grapple checks, you have a couple of other options while grappling.

Weapons: You can attack with a light weapon while grappling (but not while pinned or pinning). You can't attack with two weapons while grappling.

Wriggle Free: You can make an Escape Artist check (opposed by your opponent's grapple check) to get out of the

grapple or out of being pinned (so that you're just being grappled). Doing so counts as an attack action, so if you escape the grapple you can also move in the same round.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents that are one size category smaller than you count for half, opponents that are one size category larger than you count double, and opponents two or more size categories larger count quadruple. For example, if you're Medium-size, eight Jawas (Small), four Humans (Medium-size), two wampas (Large), or a single rancor (Huge) could grapple you. In the same way, four Jawas (counting as two opponents) plus one wampa (counting as two opponents) could grapple you. (An interesting situation, to be sure!)

Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

Opponents can move past you as if you weren't there.

You lose your Dexterity bonus to Defense against opponents you aren't grappling. (You can still use it against opponents that you are grappling.)

Knockdown

You can try to knock down an opponent as a melee attack. You can only knock down an opponent who is the same size as you or smaller.

A knockdown is similar to a trip attack (see below).

Making a Knockdown Attack

Make a melee touch attack. If the attack succeeds, instead of inflicting damage, make a Strength check opposed by the defender's Strength or Constitution check (whichever has the higher modifier). A combatant gains a +4 bonus for every size category he is larger than Medium-size or a –4 penalty for every size category he is smaller. The defender gains a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you knock down the defender. The defender must immediately make a Fortitude saving throw with a DC of 10 + your Strength modifier; if he fails, he is stunned for 1 round.

After making a knockdown attack, you suffer a –2 penalty to your Defense for 1 round. (You're off-balance because of the savage nature of your attack.)

Being Knocked Down

A knocked-down character is prone. A prone character suffers a –4 penalty on melee attack rolls. A melee attack against a prone character gets a +4 bonus; a ranged attack against a prone opponent gets a –4 penalty. Standing up from a prone position is a move action.

Trip

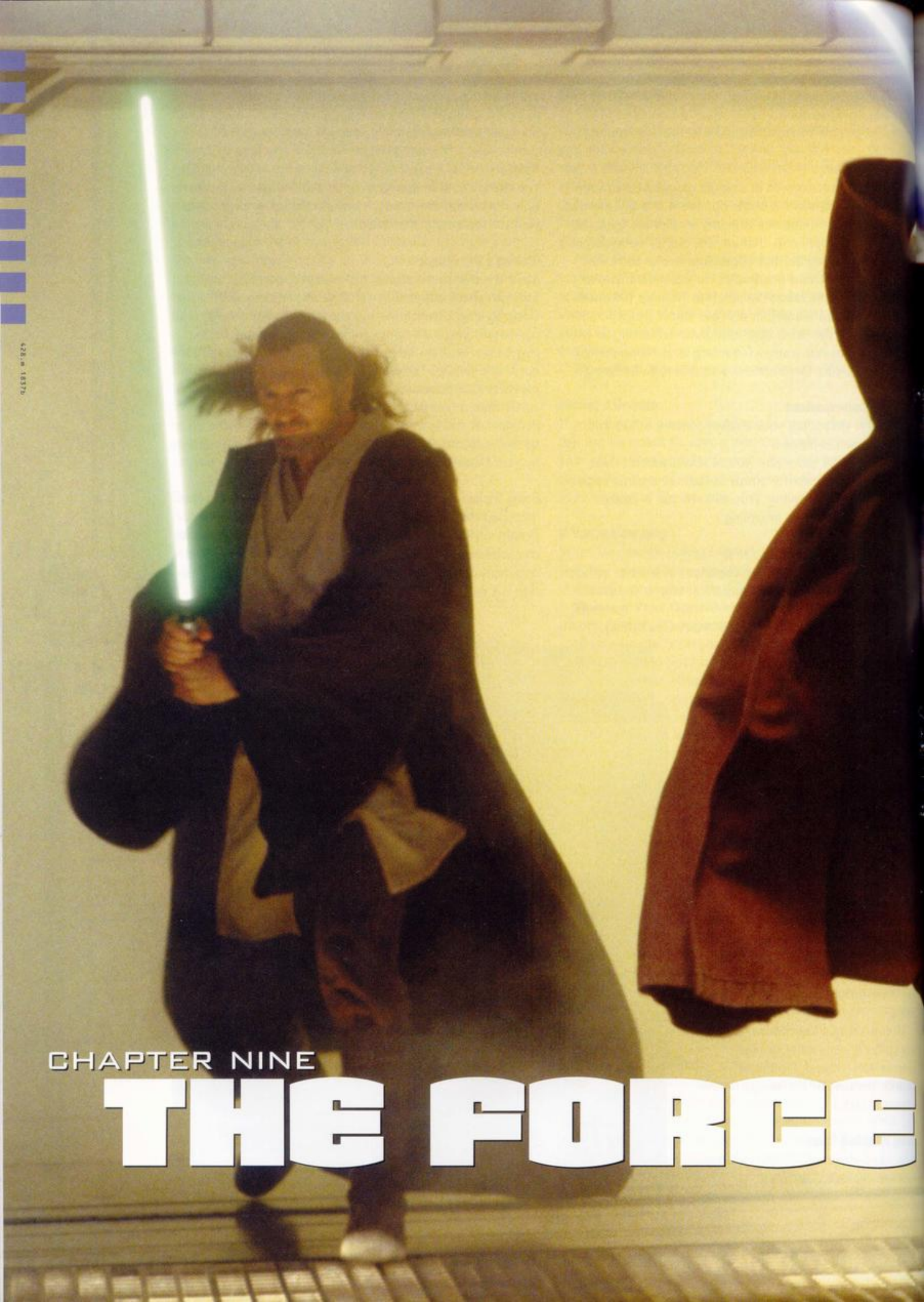
You can try to trip an opponent as a melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack

Make a melee touch attack. If the attack succeeds, make a Strength check opposed by the defender's Strength or Dexterity check (whichever has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium-size or a –4 penalty for every size category he is smaller. The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react by trying to trip you; he makes a Strength check opposed by your Dexterity or Strength check.

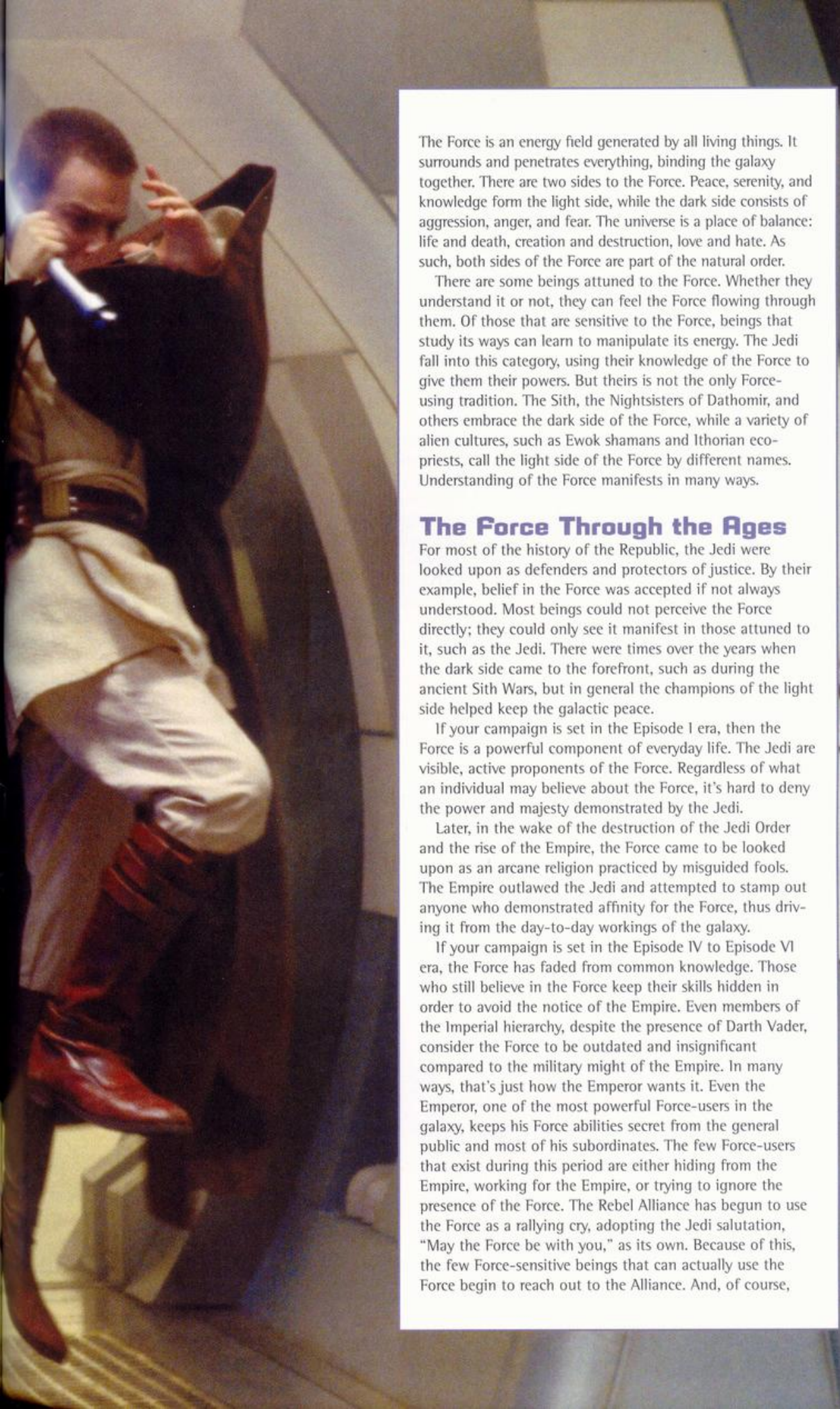
Being Tripped

A tripped character is prone. A prone character suffers a –4 penalty on melee attack rolls. A melee attack against a prone character gets a +4 bonus; a ranged attack against a prone opponent gets a –4 penalty. Standing up from a prone position is a move action.



CHAPTER NINE

THE FORCE



The Force is an energy field generated by all living things. It surrounds and penetrates everything, binding the galaxy together. There are two sides to the Force. Peace, serenity, and knowledge form the light side, while the dark side consists of aggression, anger, and fear. The universe is a place of balance: life and death, creation and destruction, love and hate. As such, both sides of the Force are part of the natural order.

There are some beings attuned to the Force. Whether they understand it or not, they can feel the Force flowing through them. Of those that are sensitive to the Force, beings that study its ways can learn to manipulate its energy. The Jedi fall into this category, using their knowledge of the Force to give them their powers. But theirs is not the only Force-using tradition. The Sith, the Nightsisters of Dathomir, and others embrace the dark side of the Force, while a variety of alien cultures, such as Ewok shamans and Ithorian eco-priests, call the light side of the Force by different names. Understanding of the Force manifests in many ways.

The Force Through the Ages

For most of the history of the Republic, the Jedi were looked upon as defenders and protectors of justice. By their example, belief in the Force was accepted if not always understood. Most beings could not perceive the Force directly; they could only see it manifest in those attuned to it, such as the Jedi. There were times over the years when the dark side came to the forefront, such as during the ancient Sith Wars, but in general the champions of the light side helped keep the galactic peace.

If your campaign is set in the Episode I era, then the Force is a powerful component of everyday life. The Jedi are visible, active proponents of the Force. Regardless of what an individual may believe about the Force, it's hard to deny the power and majesty demonstrated by the Jedi.

Later, in the wake of the destruction of the Jedi Order and the rise of the Empire, the Force came to be looked upon as an arcane religion practiced by misguided fools. The Empire outlawed the Jedi and attempted to stamp out anyone who demonstrated affinity for the Force, thus driving it from the day-to-day workings of the galaxy.

If your campaign is set in the Episode IV to Episode VI era, the Force has faded from common knowledge. Those who still believe in the Force keep their skills hidden in order to avoid the notice of the Empire. Even members of the Imperial hierarchy, despite the presence of Darth Vader, consider the Force to be outdated and insignificant compared to the military might of the Empire. In many ways, that's just how the Emperor wants it. Even the Emperor, one of the most powerful Force-users in the galaxy, keeps his Force abilities secret from the general public and most of his subordinates. The few Force-users that exist during this period are either hiding from the Empire, working for the Empire, or trying to ignore the presence of the Force. The Rebel Alliance has begun to use the Force as a rallying cry, adopting the Jedi salutation, "May the Force be with you," as its own. Because of this, the few Force-sensitive beings that can actually use the Force begin to reach out to the Alliance. And, of course,

> "I felt a great disturbance in the Force . . ."
> —Obi-Wan Kenobi

Luke Skywalker begins his training during this time.

If your campaign is set in The New Jedi Order era, the Force has regained a place in everyday society and a new order of Jedi has come to prominence under the tutelage of Luke Skywalker. Many beings in the New Republic, however, harbor varying degrees of mistrust and fear toward Force-users. These negative feelings are due, in part, to the actions of a few rogue Jedi who have taken the law into their own hands and have begun to rebel against Luke Skywalker's leadership. The memories of a host of dark-siders that plagued the galaxy since the time of Darth Vader and the Emperor add fuel to the fire of fear, and the political machinations of members of the Republic Council have begun to fan the flames. Force-users of this period, then, are finding acceptance of the Force among the general population may turn into a bad thing—at least as far as they are concerned. Tensions are already high, as this era is marked by the opening moves in the invasion of the Yuuzhan Vong.

Force-Using Traditions

Even those who don't believe in the Force and aren't particularly attuned to its flow can call upon the Force without understanding exactly what they are doing. When a stroke of amazing luck occurs, or fate seems to on your side and helps you accomplish a difficult objective, it could be the Force coming to your aid. In game terms, the use of Force Points by non-Force-using characters represents this unconscious, tenuous connection to the Force that all living beings share. When a Force-using character calls on the Force in this way, he (or she) knows exactly what's happening and gets a more impressive boost because of it. (See Force Points, page 157.)

The most prominent and well-known Force-users in the galaxy are the Jedi. But the Jedi are not the only ones who have learned to manipulate the Force. These others sometimes attribute their abilities to sources other than the Force, such as magic or gods, but they are all using the energy to manipulate the world around them. In game terms, anyone with the Force-Sensitive feat has the ability to learn Force skills and feats, though many of these beings will never go down that particular path.

Other Force-using traditions include the various dark side cults—including the Sith—obscure, isolated sects such as the Witches of Dathomir and the Sorcerers of Tund. Some know the Force for what it is but approach its use from a different direction than the Jedi. Others know the Force by a different name. Either way, it remains the mystic energy that binds the galaxy together and gives Force-users their powers.

Disturbances in the Force

All life shines in the Force, very much the way gravity wells in realspace are reflected in hyperspace. A single person not particularly attuned to the Force flickers like a candle in the night, making but the slightest impression in the Force. A Force-user shines more brightly, especially when manipulating the Force. Each time a Force-user calls upon the Force, a slight tremor ripples through it that can be perceived by other Force-users. Used sparingly and in harmony with the natural balance, such ripples can barely be detected. When a user constantly calls upon the Force to alter the world around him, the ripples become quakes that can be felt at great distances. Such quakes attract attention, making those who have less refined control over the Force or who rely on the Force too frequently the target of more powerful Force-users. It is believed that through such methods the Empire was able to hunt down stray Force-users in the years leading up to the Galactic Civil War.

The Jedi

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is the Force.
—from The Jedi Code

For centuries, the group of philosophers that would eventually become the Jedi contemplated the mysteries of the energy field known as the Force. Eventually, some of the group's members mastered the Force. After that, they dedicated themselves to using their newfound skills and powers for good, helping those in need. In the thousands of years that followed, the Jedi served as protectors of the Galactic Republic. Answering to their own Jedi Council and operating in concordance with the Judicial Department of the office of the Supreme Chancellor, the Jedi became the guardians of peace and justice in the galaxy.

The Jedi, in addition to battling interstellar criminals and settling galactic disputes, served as mediators, defenders, and teachers. Because of their sense of honor and the epic challenges they undertook, the Jedi became legends, serving as symbols of the best the Republic had to offer. With lightsabers at their sides and the power of the Force flowing through them, the Jedi accomplished the tasks set before them with dedication and seeming invincibility. But invincibility was only an illusion. Jedi often died in the defense of freedom and justice.

During the Rise of the Empire era (circa Episode I: *The Phantom Menace*), their were 10,000 Jedi serving the Republic and defending its vast territory. They identified potential recruits early in life, usually within the first six months of a child's existence. As infants, those attuned to the Force and accepted by the Jedi Council were taken to begin their training. Older children, if identified later in life as being Force-sensitive, were refused training in most cases; the Jedi believed that the fear and anger in older children made them too susceptible to the dark side, and so it was unwise to train them. All characters playing in this era that are Jedi Padawans (Jedi class level 1st to 6th) have a mentor (Jedi class level 7th or higher). While there may be times when the mentor and Padawan travel together, most of their interaction happens between adventures, while all characters are conceptually training and improving. The

mentor is a GM character, offering training, advice, and aid when the Gamemaster feels such aid is appropriate and necessary.

During the Rebellion era, the Jedi purge had been completed. All but a handful of Force-users, let alone fully trained Jedi, were exterminated or corrupted to the dark side and placed in the service of the Emperor. Force-sensitives, such as Luke Skywalker and Leia Organa, were placed in hiding and cut off from their heritage. More powerful Force-users, such as Ben Kenobi and Yoda, purposely disappeared and worked to stay unnoticed. Jedi characters in this era eventually attract a teacher, though the training these Force-users provide is haphazard at best. A would-be Jedi learns by experience, through occasional meetings with other Force-users, and even by studying with beings who follow other Force traditions. It's not easy, which is why Jedi in this period are few and far between, and few reach the level of power exhibited in earlier or later periods.

In The New Jedi Order era, Luke Skywalker has trained about 100 Jedi and identified perhaps a dozen others to start training. Prominent Force-users such as Mara Jade Skywalker and Corran Horn help Skywalker train and coordinate the efforts of these Jedi, while promising students such as the Solo children and Ganner Rhysode show great promise for the future. Jedi characters again receive a higher-level mentor, who provides training and advice between adventures or when the Gamemaster deems such interaction to be warranted and important to a mission.

The Jedi Code

Jedi are the guardians of peace in the galaxy.
Jedi use their powers to defend and protect, never to attack others.
Jedi respect all life, in any form.
Jedi serve others rather than ruling over them, for the good of the galaxy.
Jedi seek to improve themselves through knowledge and training.
—from The Jedi Code

The philosophy known as the Jedi Code was created to keep young Jedi students from being drawn to the dark side. It was taught by the Jedi Council

JEDI AND LIGHTSABERS

There's a special significance in the Jedi's choice of weapon. The ancient lightsaber, an elegant melee weapon, has come to be seen as a symbol of the Jedi. Few outside their ranks even attempt to use these weapons, let alone demonstrate mastery with them.

Every Jedi is trained to use a lightsaber as part of their mastery of the Force, as the energy blade helps the Jedi focus and attune himself to the Force. The Jedi apprentice's mentor provides the student's first lightsaber. Later, as part of the apprentice's training, the student must craft his or her own lightsaber. This is as much a test of mechanical aptitude as it is a test of discipline and one's connection to the Force. There are a few ways to handle this in the game.

The GM can decide to let the construction of a Jedi's personal lightsaber occur off-camera, between game sessions when a Jedi achieves a new level. The construction of a lightsaber can also be the culmination of an epic quest, taking one or more adventures to accomplish. While a Jedi's friends can help with many parts of the quest, the Jedi must accomplish the final stages of construction alone. Luke Skywalker, for example, built his lightsaber in the desert near Ben Kenobi's home, with only R2-D2 on hand to keep him company.

When you allow your Jedi characters to craft their own lightsabers, whether you make the event an adventure or something that occurs between game sessions, use the following guidelines.

First, a Jedi must possess the Exotic Weapons (lightsaber) feat before he or she can craft a lightsaber, as well as all of the major Force feats (Control, Sense, and Alter).

Second, the Jedi's mentor must declare that the apprentice is ready to undergo the test of the lightsaber. Some apprentices are allowed to try to build their own lightsabers as early as 2nd level, while others wait until 6th level to attempt the complicated procedure. In any event, the test must occur before the Jedi reaches 7th level.

Third, the Jedi must gather and assemble the parts needed to make a lightsaber. These include the following components: power cell, handgrip, activation plate, safety, belt ring, blade-length adjuster, emitter matrix, recharge socket, lens assembly, power conduit, and focusing crystals (usually one to three). The most commonly used crystal is the Adegan, though other types can be used.

Fourth, the Jedi must prepare the crystals, meditating and imbuing them with the Force. This takes some amount of time and the expenditure of a Force Point. To successfully prepare the crystals, the Jedi makes three ability checks. A Constitution check (for Control) to harmonize the self (DC 20), a Wisdom check (for Sense) to harmonize the Force (DC 20), and an Intelligence check (for Alter) to harmonize and imbue the crystals (DC 20). Each day spent in doing nothing but meditating before making the checks reduces one check's DC by 1. No DC can be reduced to less than 10, so spending a month in meditation (30 days) reduces each check's DC to 10. The checks may be attempted in any order, but are made at the same time. If any check fails, the process must begin again. If all of the checks succeed, the Jedi becomes stronger in the Force; the Jedi receives 2 Force Points.

Finally, the Jedi makes a Craft check to assemble the components. The check can be made untrained if the Jedi doesn't possess the Craft skill. The DC depends on the Jedi's level:

Jedi Level	Craft DC
2nd	30
3rd	25
4th	20
5th	15
6th	10

A Jedi gains a +1 circumstance bonus on attack rolls when using a lightsaber of his or her own construction.

to hundreds of thousands of Jedi throughout the ages; Obi-Wan Kenobi and Master Yoda taught parts of it to Luke Skywalker; and Luke Skywalker passed on what he had learned to his students at the Jedi academy.

At its heart, the Jedi Code provides simple instructions for living in touch with the Force. A Jedi never uses the Force to gain wealth or personal power. Instead, the Jedi uses the Force to find knowledge and enlightenment. Anger, fear, aggression, and other negative emotions lead to the dark side, so Jedi are taught to act only when they are at peace with the Force.

Jedi are encouraged to find nonviolent solutions whenever possible. They should act from wisdom, using persuasion and counsel instead of Force powers and violence. When all else fails, or to save a life, a Jedi must sometimes resort to battle in order to resolve a particularly dangerous situation. Though combat may sometimes be the best answer, it should never be the first option a Jedi explores.

Because of their connection to the Force, the Jedi sense its flow and draw upon its energy. While doing so, a Jedi sometimes perceives disturbances in the Force. These disturbances can be explained by the presence of powerful Force-users in the area, or intense emotions that cry out in the Force, such as when the life of the planet Alderaan was extinguished by the Death Star. There are even times when such disturbances result in feelings of urgency or premonitions that spur a Jedi to a place or situation where she is needed. This aspect and manifestation of the Force is covered by the Sense feat (page 101).

> "Adventure. Excitement. A Jedi craves not these things."
>
> —Jedi Master Yoda

The Teachings of Master Odan-Urr

"Certainly a Jedi should know the Code, by word and by heart. But seemingly every Jedi is in some fashion negligent, from the lowest Padawan to the highest Master. Consequently, were someone to demand, 'What is the true meaning of the Jedi Code?' the Jedi who promptly answered would be rare indeed."

So begins the famous commentary upon the Jedi Code by Master Odan-Urr, written almost four thousand years before the time of Master Mace Windu. His musings on the proper behavior of a Jedi formed the foundation of the Jedi Order as it was known near the end of the Old Republic.

Odan-Urr's ancient wisdom held true for centuries. Many were taught the Jedi Code, but few fully understood it. Fewer still lived by it. Full comprehension of the Code is one of the keys to unlocking a Jedi's mastery of the Force.

The Path Within the Code

At its most basic level, the Jedi Code is a set of guidelines explaining what virtues to prize and what flaws to avoid. Jedi instructors ask their students to always keep these words in mind. The reason is simple; the Code provides instructions on how to become a Jedi Master.

Consider the first rule: "There is no emotion; there is peace." It is plainly a contrast, distinguishing the confusion of emotional considerations from the clear thinking of peaceful meditation—obviously, a valuable quality.

But if that peace is rooted in simply being unaware of some factor that would otherwise cause a Jedi to feel an emotional reaction, then it is not so much peace as ignorance. This is why the Code contains the second rule: "There is no ignorance; there is knowledge."

This teaches Jedi to strive to understand all situations—particularly before acting—to avoid errors in judgment. But knowing a thing well can lead one to become engrossed in it. An obsessive focus leads to clouding of the mind. Thus, the third rule: "There is no passion; there is serenity." Knowing a thing objectively is knowing it as the Force knows it.

Still, students commonly argue that the only true objectivity is nonexistence—death. For does one not affect a thing even by merely observing it? This is why there is the fourth rule: "There is no death; there is the Force." The Force knows all things objectively; it is serene, and it is not swayed by emotion.

Thus, the Jedi Code teaches that before undertaking any action, the Jedi should consider the will of the Force. Master Odan-Urr said: "With these other considerations aside, all that remains is the Force." If a Jedi can act emotionlessly, knowledgeably, and serenely, then he or she is acting in accordance with the will of the Force.

Therefore, if a Jedi acts in *all* things without emotion, ignorance, or passion, then that Jedi is truly a master of the Force.

Interpreting the Code

While the Code is a straightforward map to mastery of the Force, it can sometimes be frustrating when put into practice. The galaxy has changed a great deal since the Jedi Code was first defined, and a great deal more since Master Odan-Urr attempted to clarify it. Although the secret to the Code is considering it thoroughly before acting, the universe often does not afford a Jedi the time to do so.

Still, a Jedi can think through a great many things in advance, to better maintain the principles of the Code when the rest of the universe is in a hurry. Over the millennia since the founding of the Order, Jedi Masters have recognized that there are eight conclusions a Jedi can reach before situations are thrust upon him. A Jedi who understands these eight things will, when called upon to make a quick decision, already know the will of the Force.

Meditation

"Every Jedi should spend time meditating each day on the will of the Force. The reason for this is simple: if one has unwittingly acted contrary to the will of the Force, recog-

nizing the mistake soon after may still give one time to make amends."

—Master Odan-Urr

What Master Odan-Urr left unsaid was that by regularly examining one's own motivations, a Jedi could be certain that she was not allowing emotion, ignorance, or passion to intrude upon her clarity. A Jedi who has no time to meditate may more easily become lost. More to the point, a Jedi who *refuses* to meditate may already know that her motivations are not pure, and is thus lying to herself. As Master Yoda once said: "The Jedi who heeds not the counsel of the Force, to the dark side listens."

> "I find your lack of faith disturbing."
>
> —Lord Darth Vader

Training

"A Jedi's training in the Force never ends."

—Master Vodo Siosk-Baas

A wise Jedi should strive to remember that there is always something more to learn about the Force. The Force reveals itself to those who have the desire and knowledge to see it, and merely heeding the Force's will is much the same as looking at a bantha's toe and saying: "Now I understand banthas." To continue to grow, a Jedi should train each day.

Loyalty

Jedi can exist in this universe because the Force exists. But the Jedi Order needs more: it requires loyalty. It goes without saying that Jedi should be loyal to one another. They should not squabble or fight. More importantly, though, each Jedi should be aware that he must act in accordance with the wishes of his Master, who must in turn act in accordance with the wishes of the Jedi Council. This is not a question of seniority, but rather of understanding the will of the Force, and in this regard, the members of the Jedi Council are the recognized experts.

Integrity

A Jedi's responsibility to the Force is to be honest with himself. So long as the Jedi is not acting for his own self-interest and observes the Code, he is obeying the will of the Force.

Master Odan-Urr lamented the misperceptions of those who believed that Jedi should be morally superior: "Many feel that a Jedi should be scrupulously honest, never taking advantage, and never withholding information. This is nonsense."

A Jedi can and should offer advice to those who need it. From a certain point of view, a Jedi is not being dishonest if he allows people to believe what they wish to believe. It is not incumbent upon the Jedi to convince anyone to follow his advice.

When a Jedi is serving the Force, he may employ deception, subterfuge, misdirection, and even fraud, if he does so with a righteous aim. Although most sentient

beings have a distaste for such practices, the Force is without such emotions.

Do not confuse this with "moral flexibility." A Jedi does what needs to be done. But also remember that a Jedi is not above the law.

Morality

The most dangerous—and debated—words ever uttered by a Jedi Master are: "A Jedi is not a creature of morals." This statement has unfortunately been translated, often by Jedi, to mean that a Jedi can do no wrong.

What it actually means is that Jedi are not enforcers of morality. While Jedi can bring or restore order and justice, they cannot themselves sit in judgment of others. There are two reasons for this.

First, the galaxy is a vast place, full of cultures that no one Jedi can completely understand. One famous story tells how a Jedi learned that a companion had been devoured by the cannibalistic Colicoids. When asked why the Jedi later bargained with the very same beings for starship components, she responded: "Because eating the flesh of sentient beings is not forbidden by the Jedi Code—but to the Colicoids, *not* eating the flesh of sentient beings is considered a sign of insanity."

This Jedi recognized that punishing the Colicoids for following their nature would be acting out of emotion and ignorance. Similarly, not procuring a badly needed engine part would have been punishing *herself* out of guilt.

The second reason is that judgment leads to vengeance, and vengeance leads to the dark side. This is easy to understand, though not so easy to practice. Should a known murderer be allowed to go free? Should a man intent on murder be killed? To answer either question, a Jedi must first know the will of the Force. Neither decision can be made hastily, except where lives are threatened by inaction.

At the same time, while not judges, Jedi can be mediators. It is a role they are suited for, and one that works in accord with the Force since mediation leads to balance.

THE FORCE AND YOUR CHARACTER

There are three Force-user classes in the game: Force adept, Jedi consular, and Jedi guardian. A member of one of the other classes can decide to have a certain level of attunement to the Force by selecting the Force-Sensitive feat. In fact, if a member of a non-Force class wants to later multiclass into a Force class, that character must already possess the Force-Sensitive feat.

All hero characters (including yours), whether or not they possess the Force-Sensitive feat, get to use Force Points to help them accomplish important tasks. See Force Points on the next page for more details.

A Force-using character can select Force skills, provided the character has the prerequisite Force feats that grant access to those skills. The Force feats that provide the training necessary to learn and use Force skills are Control, Sense, and Alter. These key Force feats also allow a character to learn additional Force feats over time.

because they do not actively interfere with the lives of the common people. Jedi stand for order and justice, and these qualities do not begin with the misdeeds of the few. The goal of the Jedi should be to create and preserve an atmosphere where justice can flourish, rather than to try to create justice themselves.

Master Yoda often said that, should the Republic ever challenge the Jedi Order's right to exist, the support of the common citizen would see them through: "If fear us they do, help us they will not. If hate us they do, hunt us they will."

Bravery

"To be brave in battle proves nothing. Bravery itself proves nothing. A Jedi should be prepared to put aside fear, regret, and uncertainty and either fight, run, surrender, or die."

—Master Odan-Urr

> "For over a thousand generations the Jedi Knights were the **guardians of peace and justice** in the Old Republic. Before the dark times, before the Empire."
>
> —Obi-Wan Kenobi

Younger Jedi commonly mistake bravery as the opposite of fear. Since fear leads to the dark side, they reason, bravery is armor against the dark side. This isn't so. If a Jedi is mindful of the will of the Force, he will know whether it is best to stand his ground, or flee, or even to offer truce. Remember that bravery itself is an emotion, and a Jedi should be at peace—even in the midst of war.

Discretion

"The galaxy will live in tranquility if certain matters are a bit overlooked or left unheard."

—Master Odan-Urr

Though Master Odan-Urr believed in justice, he also understood that it was sometimes necessary for a Jedi to practice discretion. Some have seen this as a sign of Jedi partisanship. Others, particularly law enforcement agencies, believe that Jedi ignore small crimes in order to apprehend greater criminals. Obviously, neither of these is true.

The truth is that Jedi Knights are *suffered* throughout the galaxy—despite their facility with the Force. This is

Fighting

"If a Jedi ignites his lightsaber, he must be ready to take a life. If he is not so prepared, he must keep his weapon at his side."

—Master Odan-Urr

Conflict is a fact of life in the galaxy for far too many beings, and no Jedi can hope to remain apart from it. But a

Jedi need not embrace conflict. As Master Yoda teaches: "If a weapon you show, 'A warrior am I!' you say. And who is best must all other warriors know of you." So, to avoid unnecessary fighting, a Jedi should not advertise his skill.

But when is it necessary to fight? The Force will show a Jedi when he has no other options, and a wise Jedi trusts the Force in this regard.

When fighting, is it necessary to use one's lightsaber? The answer is no. A lightsaber is an intimidating weapon—but it is not a tool for intimidation. This is what Odan-Urr meant. Do not use a lightsaber to create fear in an opponent. Use it to end the fight as quickly and mercifully as possible. If this means destroying a foe, so be it. But if a Jedi can end a fight without killing an opponent, so much the better. The best Jedi can avert injury altogether, with only a word.

In the past, some Jedi have taken this to mean that they should carry a second, less deadly weapon. There is no such thing. If a weapon cannot kill, it is not truly a weapon. While a blaster can let a Jedi attack from a distance, it is just as effective—and more in keeping with the Jedi Code—to use the Force instead.

Dependence

"Do not come to rely on the Force to the detriment of your other senses and abilities."

—Master Odan-Urr

While not part of Odan-Urr's Jedi Code commentary, this bit of wisdom from the Jedi Master is often added to any instruction using his words and methods. It warns Jedi students to develop their other talents and abilities, to not rely solely on the Force. To use the Force to accomplish every mundane task is to trivialize it. Using the Force isn't the only solution to every problem; sometimes, it isn't even the best solution. That's where a Jedi's other skills and talents come in. Jedi training consists of many exercises; mastering the Force is only a part of that training. The student also learns to run, jump, climb, fight, swim, and think. These exercises could be made easier by using the Force, but this would be to the detriment of the Jedi's overall experience. A Jedi needs to learn his capabilities without the Force so that he can truly know himself and also understand what those without the Force are capable of accomplishing.

Using the Force because it's convenient, even when other methods might be more sensible, falls dangerously close to the dark side. It's only one step removed from using the Force to achieve personal wealth and power, and that's definitely a corruption of the Force.

Force Points

Force Points represent a character's knack for using the Force to aid her actions. For a Force-sensitive character, it represents a conscious decision to call upon the Force for assistance. Characters without the Force-Sensitive feat don't consciously realize that the Force is aiding their actions, only that they are trying hard to succeed.

Gaining Force Points

Every beginning character starts play with 1 Force Point. Characters who don't possess the Force-Sensitive feat may never have more than 5 Force Points. Any points gained in excess of this number are lost.

A character who selects the Force-Sensitive feat gains 1 bonus Force Point and may collect an unlimited number of Force Points as time goes on.

A character gains additional Force Points in two ways:

- Each time a character gains a level, he gains 1 Force Point;
- Each time a character performs an act of dramatic heroism, he gains 1 Force Point.

Dramatic Heroism

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of an adventure); and
- It should require significant risk on the part of the hero.

Examples of dramatic heroism from the *Star Wars* movies include the defeat of Darth Maul by Obi-Wan Kenobi, the destruction of the Death Stars, and the defeat of the Emperor. Heroic acts that weren't necessarily *dramatically* heroic include Anakin's victory at the Boonta Eve Podrace, the escape from Hoth, and the slaying of the rancor beneath Jabba's palace.

Not every game session (or adventure) will have a dramatically heroic moment, and not every hero will have an opportunity to act dramatically heroic in every mission. Over the long run, however, such opportunities should be relatively equal between heroes.

Instead of gaining a Force Point for performing a dramatically heroic act, the hero can eliminate 1 Dark Side Point, if he or she has one (see Atoning, page 159).

Calling upon the Force

When a character with the Force-Sensitive feat spends a Force Point, the player must declare whether his character is calling upon the light side or the dark side of the Force (characters without the Force-Sensitive feat don't make this declaration). In general, the game assumes that most heroes rely on the light side to aid them; however, a character may choose to call upon the dark side to aid him in his actions. In most cases, this represents desperation or anger; however, some individuals learn to rely on this power—that is, until it controls them.

In game terms, a Force Point is spent to add one or more bonus dice to all task resolution die rolls made by a character for 1 full round (including attack rolls, skill checks, ability checks, and saving throws, but not damage rolls; rolls

> "There's no mystical energy field that controls my destiny."
>
> —Han Solo

The Dark Side

The Force has two aspects, one light and one dark. The dark side lurks in the shadows, whispering to Force-users, tempting them with quick and easy access to power. While seemingly stronger, the dark side is only easier. It consists of the destructive impulses of all living beings. Anger, fear, hatred, and aggression are expressions of the dark side, and such emotions can quickly lead a Force-user down the dark side's corrupting path. Early on in her training, a Force-user finds that the dark side greatly enhances her abilities. After a time, the dark side fails to respond as quickly, and it demands more and more of those in its embrace.

Dark Side Points measure the corrupting influence of the dark side of the Force. These points gauge a character's devotion—consciously or not—to the dark side.

Gaining Dark Side Points

A character gains Dark Side Points in three ways:

- Using a Force Point to call upon the dark side
- Using a dark side Force-based skill or feat
- Performing an evil act

When a character uses the dark side of the Force to increase his chance of success, he gains a Dark Side Point. This occurs regardless of the task being attempted with the Force Point, the success or failure of that task, or the hero's intent in attempting that action.

using the d20). The decision to use a Force Point (and which side of the Force to call on if the character possesses the Force-Sensitive feat) is made during a character's action, before any die rolls are made. The effects of spending a Force Point are in effect until just before the character's next action, and may influence saving throws or other checks required during that time. Only one Force Point may be spent in a round.

The number of bonus dice added depends on the character's level, his Force-sensitive status, and (if Force-sensitive) whether he calls upon the light side or the dark side of the Force for aid.

Character Level	Bonus Dice Non-Force-Sensitive	Bonus Dice Light Side	Bonus Dice Dark Side
1–3	1d6	1d6	2d6
4–6	1d6	2d6	3d6
7–9	2d6	3d6	4d6
10–12	2d6	4d6	4d6
13–15	3d6	5d6	4d6
16–18	3d6	6d6	5d6
19–20	4d6	7d6	5d6

Note that the quantity of bonus dice depends only on the character's level and Force-sensitive status *when the Force Point is spent*, not when it is gained. You don't need to keep track of when a character gains Force Points.

> "Fear is the path to the dark side . . . fear leads to anger . . . anger leads to hate . . . hate leads to suffering."
>
> —Jedi Master Yoda

A character gains a Dark Side Point by using a dark side Force-based skill or feat. Examples include Fear and Force Lightning.

A character gains a Dark Side Point by performing an evil act, such as killing an innocent being, causing unnecessary or gratuitous injury, or using the Force while angry or hateful. The Gamemaster is encouraged to remind characters of the repercussions of taking such an action ("You know, killing that prisoner would be an evil act"), particularly when dealing with inexperienced players.

Note that all three of these examples are cumulative with one another. A character who spends a Force Point to call upon the dark side to use a dark side Force power to perform an evil act would result in the character gaining 3 Dark Side Points.

Dark Side Characters

At first, it may seem that the dark side is an easy path to power. Eventually, however, those who depend on the power of the dark side of the Force fall victim to it. When the number of Dark Side Points equals one-half the hero's Wisdom (rounded down), he is considered in danger of

being lost to the dark side. He has begun to walk its path and taste the seductive power it offers. Such a character gains a +2 dark side bonus on any Force skill checks made to accomplish dark side Force powers, but suffers a –4 penalty on any Force skill checks made to accomplish light side Force powers.

Thereafter, each time the hero gains a Dark Side Point he must make a Wisdom check (DC 10 + the number of Dark Side Points possessed). If he fails this check, or when the number of Dark Side Points equals or exceeds the hero's Wisdom, he is considered a full-fledged "dark side character": He is now "lost" to the dark side. A dark side character gains a +4 dark side bonus on any Force skill checks made to accomplish a dark side Force power. He suffers a –8 penalty to any Force skill checks made to accomplish light side Force powers. Any Force Points spent by a dark side character automatically call upon the dark side of the Force.

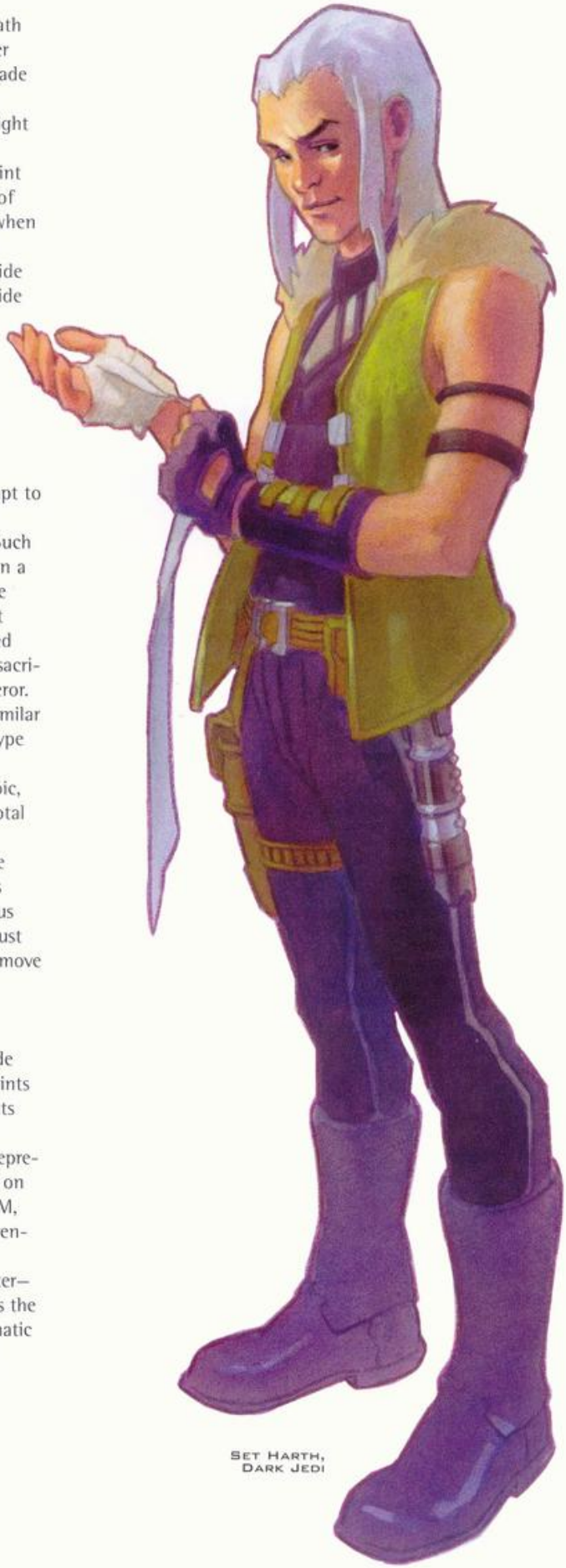
A dark side character can't rid himself of Dark Side Points by atoning (see below). He may, however, attempt to turn away from the dark side by performing an act of dramatic heroism without calling upon the dark side. Such an act should require extreme personal cost, be made in a selfless manner, and provide a significant benefit to the galactic balance. This act of dramatic heroism does not gain the character a Force Point. Darth Vader performed such an act at the end of *Return of the Jedi* when he sacrificed his own life to save his son and destroy the Emperor. Kyp Durron (in The New Jedi Order era) performed a similar act of heroism by destroying the Sun Crusher, a prototype Death Star.

If the GM accepts the act as being appropriately heroic, dramatic, and selfless, the character's Dark Side Point total is reduced to one less than one-half of the character's Wisdom score, rounded down. In addition, the dark side exacts a final toll by drawing away all of the character's Force Points. Now, with no Force Points and a dangerous number of Dark Side Points remaining, the character must strive to walk the path of the light side and atone to remove any remaining Dark Side Points.

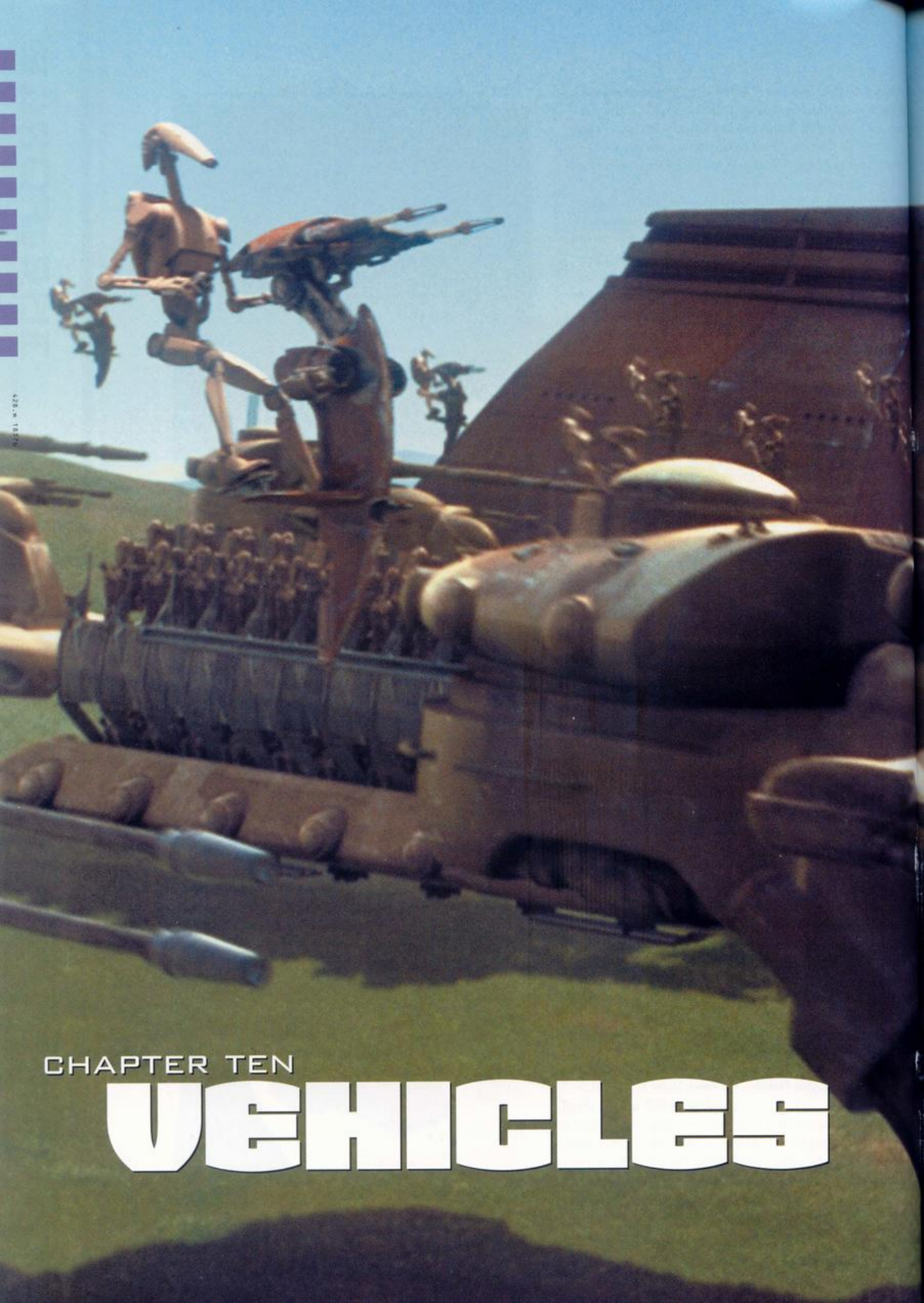
Atoning

A hero who hasn't yet turned completely to the dark side can elect to decrease his or her number of Dark Side Points (in essence, erasing the points) by sacrificing Force Points specifically to do so. Each Force Point sacrificed in this manner reduces the hero's Dark Side Points by 1. This represents a period of meditation, reflection, and absolution on the part of the character. If desired by the player and GM, this can be worked into the campaign as part of an adventure, but it isn't necessary.

In addition, an act of dramatic heroism by the character—if performed without calling upon the dark side—reduces the character's number of Dark Side Points by 1. When dramatic heroism is used in this fashion, no Force Point is gained.

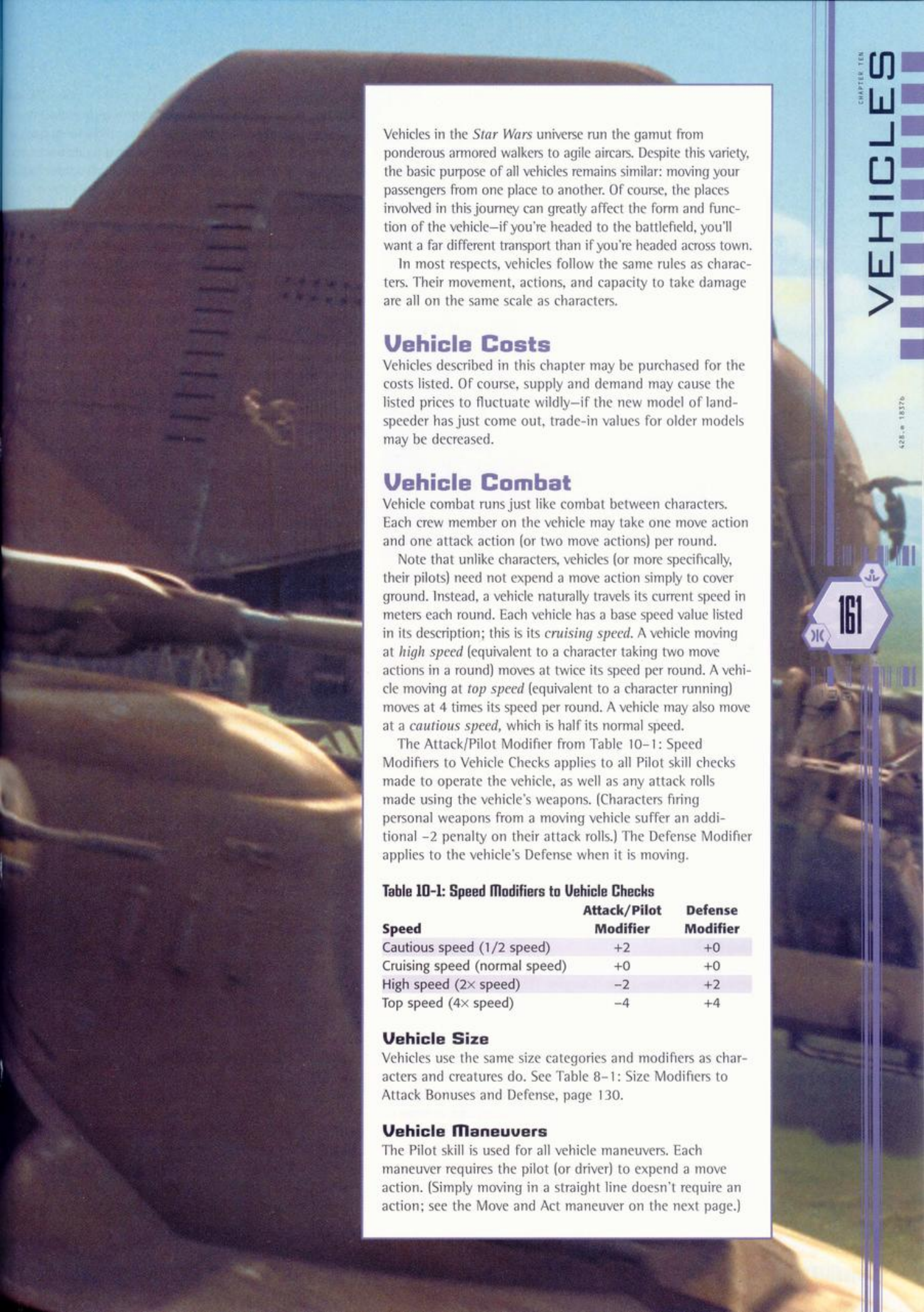


SET HARTH, DARK JEDI



CHAPTER TEN

VEHICLES



Vehicles in the *Star Wars* universe run the gamut from ponderous armored walkers to agile aircars. Despite this variety, the basic purpose of all vehicles remains similar: moving your passengers from one place to another. Of course, the places involved in this journey can greatly affect the form and function of the vehicle—if you're headed to the battlefield, you'll want a far different transport than if you're headed across town.

In most respects, vehicles follow the same rules as characters. Their movement, actions, and capacity to take damage are all on the same scale as characters.

Vehicle Costs

Vehicles described in this chapter may be purchased for the costs listed. Of course, supply and demand may cause the listed prices to fluctuate wildly—if the new model of landspeeder has just come out, trade-in values for older models may be decreased.

Vehicle Combat

Vehicle combat runs just like combat between characters. Each crew member on the vehicle may take one move action and one attack action (or two move actions) per round.

Note that unlike characters, vehicles (or more specifically, their pilots) need not expend a move action simply to cover ground. Instead, a vehicle naturally travels its current speed in meters each round. Each vehicle has a base speed value listed in its description; this is its *cruising speed*. A vehicle moving at *high speed* (equivalent to a character taking two move actions in a round) moves at twice its speed per round. A vehicle moving at *top speed* (equivalent to a character running) moves at 4 times its speed per round. A vehicle may also move at a *cautious speed*, which is half its normal speed.

The Attack/Pilot Modifier from Table 10–1: Speed Modifiers to Vehicle Checks applies to all Pilot skill checks made to operate the vehicle, as well as any attack rolls made using the vehicle's weapons. (Characters firing personal weapons from a moving vehicle suffer an additional –2 penalty on their attack rolls.) The Defense Modifier applies to the vehicle's Defense when it is moving.

Table 10-1: Speed Modifiers to Vehicle Checks

Speed	Attack/Pilot Modifier	Defense Modifier
Cautious speed (1/2 speed)	+2	+0
Cruising speed (normal speed)	+0	+0
High speed (2× speed)	–2	+2
Top speed (4× speed)	–4	+4

Vehicle Size

Vehicles use the same size categories and modifiers as characters and creatures do. See Table 8–1: Size Modifiers to Attack Bonuses and Defense, page 130.

Vehicle Maneuvers

The Pilot skill is used for all vehicle maneuvers. Each maneuver requires the pilot (or driver) to expend a move action. (Simply moving in a straight line doesn't require an action; see the Move and Act maneuver on the next page.)

Table 10-2: Vehicle Maneuvers

Maneuver	DC
Accelerate/decelerate	0
Two categories	10
Three categories	25
Bootlegger turn	25
Climb/dive	5
Extreme climb/dive	15
Jump	15+
Loop	25
Move and act	5, 10, or 20
Ram	special
Regain control	10
Turn	5
Extreme turn	15

Accelerate/Decelerate
Increasing or decreasing the vehicle's speed by one category (for instance, going from cruising speed to high speed) is a simple task (DC 0). Accelerating or decelerating more than this with a single move action is more difficult. The category of cautious speed may be ignored for the purposes of acceleration or deceleration. (Thus, a pilot going from cruising speed to cautious speed to a dead stop with one move action would only be decelerating one category).

Bootlegger Turn (ground or air)
The vehicle moves forward half its speed and turns between 90 and 180 degrees. (Walkers cannot perform a bootlegger turn.)

Climb/Dive (air)
The vehicle moves its full speed and climbs or dives at an angle up to 45 degrees.

Extreme Climb (air)
The vehicle moves its full speed and climbs or dives at an angle of 45 to 90 degrees.

Jump (ground)
The vehicle attempts to clear a gap or obstacle as part of its movement. The DC for this task varies dramatically by the distance or obstacles involved, and the GM should set an appropriate number. Note that when jumping, apply the opposite of the vehicle's speed modifier to the skill check (that is, a penalty becomes a bonus and a bonus becomes a penalty).

Loop (air)
The vehicle moves in a full (vertical) circle, ending the action in the same place it began. The diameter of the loop is equal to the vehicle's current speed divided by 3 (or, if you want to be more precise, 3.14).

Move and Act (any)
Normally, basic vehicle movement does not require an action on the part of the pilot. However, if the pilot wishes to make an action of his own while piloting the vehicle (such as firing a weapon out a window), he must make a Pilot check (DC 5 for cruising speed, 10 at high speed, or 20 at top speed). Failure indicates that the action cannot be taken, and failure by 10 or more may indicate loss of control just as with any other maneuver (see Failed Maneuvers).

Ram (any)
Intentionally striking an object with your vehicle requires a Pilot check against a DC equal to the target's Defense. See Ramming and Vehicle Collisions, on the next page, for rules on how to determine the damage inflicted by such a maneuver.

Regain Control (any)
This maneuver is required when the pilot has lost control of the vehicle (see Failed Maneuvers). Note that any penalties that apply for the loss of control apply to this check.

Turn (any)
The vehicle moves its full speed and turns up to 45 degrees.

Extreme Turn (any)
The vehicle moves its full speed and turns 45 to 90 degrees.

Table 10-3: Conditional Modifiers to Vehicle Movement and Pilot Checks

Condition	Example	Movement Penalty	Pilot Checks
Obstruction			
Moderate	Undergrowth, city streets	×3/4	–2
Heavy	Thick undergrowth, crowded city streets	×1/2	–4
Surface			
Poor	Uneven terrain	none	–2
Bad	Steep slope or mud	×1/2	–4
Very bad	Deep snow	×1/4	–6
Poor visibility	Darkness or fog	×1/2	–4

If any of these factors exist, the pilot must make a Pilot check (DC 5) each round to maintain control of the vehicle.

Only the modifiers for visibility apply to air vehicles, unless the vehicle is actually low enough for terrain obstructions (such as trees) to come into play.

Failed Maneuvers
In most cases, a failed Pilot check on a maneuver simply means the pilot has failed to perform the intended maneuver.

If, however, the Pilot check fails by 10 or more, the pilot (or driver) may lose control of the vehicle. Make another Pilot check at the same DC as the original (failed) check. If the second check succeeds, the pilot maintains control of the vehicle (but still fails to perform the desired maneuver).

If this second check fails, the pilot has lost control of the vehicle. Compare the pilot's measure of failure (how much he missed the check by) to Table 10-4: Loss of Vehicle Control to determine the effect.

Table 10-4: Loss of Vehicle Control

Failed by...	Effect	Penalty
Up to 5	Minor slip	–2
6–10	Slip	–4
11–15	Skid	–6
16–20	Spin	–10
21+	Collision	n/a

Minor Slip
The vehicle is only marginally out of control, perhaps fishtailing or wobbling slightly. All operators of the vehicle (including pilots, gunners, or anyone else operating ship systems) suffer –2 penalties to checks relating to operating the vehicle until the pilot regains control.

Slip
The vehicle slides, moving 2 meters right or left (randomly determined by the GM) for every 20 meters it moved this round (round down). If this brings it into contact with another object, see Collision, below. This will continue each round until the pilot regains control.

Skid
The vehicle goes into a skid, moving 2 meters right or left (random) for every 10 meters it moved this round (round down). If this brings it into contact with another object, see Collision, below. This will continue each round until the pilot regains control.

Spin
The vehicle goes completely out of control, spinning wildly. It will move half its current speed in a random direction each round until the pilot regains control or it collides with another object (see Collision).

Collision
The vehicle automatically collides with another nearby vehicle or object. If more than one possible target is available, the GM should select or determine randomly.

Ramming and Vehicle Collisions

Whenever a vehicle collides with another—whether intentionally (in the case of a ram) or otherwise—both vehicles suffer damage.

The first thing to determine in the case of a collision is each vehicle's speed at the time of the crash. More precisely, you should determine each vehicle's net speed *in the direction of the other vehicle*. Without resorting to a complex analysis of velocity vectors, the GM should simply decide whether either vehicle was moving toward the other one when they crashed. In the case of a head-on crash or a crash into a stationary object, figuring the net speed is easy. In other situations (such as a sideswipe, a rear-end collision, or a T-bone collision), this requires a bit of judgment. This allows the GM to determine whether the net speed is the sum of both speeds (as in a head-on collision), the difference between the two speeds (a rear-end crash), or some other factor.

Example 1: A Naboo Security Force flash speeder moving at 100 meters per round is following a rogue landspeeder moving at 60 meters per round. The driver of the flash speeder fails to notice the difference in velocity and rear-ends the other landspeeder. The net speed is only 40 meters per round (100–60=40). A sideswipe would work similarly, though the GM might have to estimate the net speed rather than being able to calculate it with simple subtraction.

Example 2: An Imperial speeder bike, moving at 100 meters per round, crashes into the side of an AT-ST moving at 40 meters per round at a right angle to the speeder bike's travel. The speeder bike applies its full speed (100 m/rd) to the net speed calculation, but the walker applies none of its speed since it wasn't moving toward the speeder bike. For all intents and purposes, the walker might as well have been stationary.

Example 3: Two Coruscant air taxis move at 100 meters per round directly toward each other and crash head-on. The net speed is the sum of the speeds of both vehicles (in this case, 200 m/rd), since each vehicle was moving directly at the other.

Example 4: A Rebel snowspeeder, moving at 300 meters per round, crashes into the side of an AT-AT. The net speed is 300 meters per round.

Once the net speed has been determined (or estimated), find the range that includes this value on Table 10–6: Collision Damage. This indicates the base damage that each vehicle deals to the other vehicle in the crash.

Next, apply the appropriate multiplier to each vehicle's damage roll based on the size of the vehicle. A Large

BUYING A USED VEHICLE

Buying a used vehicle is always a dodgy proposition. How much do you trust the seller? Is she covering up a faulty engine or jury-rigged wiring? Or is the hull of the vehicle held together with spit and syntherope?

To simulate this situation, the Gamemaster can roll d% to determine the used vehicle's general quality. The result indicates the flaw (or flaws) possessed by the vehicle.

Table 10–5: Used Vehicle Flaws

d%	Flaw
01–30	None
31–50	Jury-rigged systems. –4 penalty to Repair checks made to fix vehicle.
51–60	Burned-out engine: –4 penalty to Pilot skill checks made to increase or decrease range, change speed, or escape a tractor beam.
61–70	Shaky steering: –4 penalty to Pilot skill checks made to turn or reverse direction, establish or break pursuit, ram a target, avoid a hazard, or regain control.
71–75	Malfunctioning sensors: –4 penalty to all Computer Use skill checks made to operate sensors. If the vehicle has no sensor systems, roll again on this table.
76–80	Malfunctioning fire control: reduce all fire control bonuses by 4 (minimum +0). If the vehicle has no fire control system, roll again on this table.
81–90	Hull damage: subtract 10% from maximum hull points.
91–95	Other. The GM is encouraged to be fiendish.
96–00	Roll two more times on this table.

In most cases, a malfunction or flaw can be detected by a successful Repair or Craft (engineering) check (DC 20) and a few hours of poking around. The GM may also allow characters to use alternative skills for these checks. For instance, a Computer Use check might notice problems with the sensors or fire control systems. Unfortunately, many sellers discourage the attention of such careful buyers.

At the GM's discretion, most of these flaws can be repaired, though they are considered complex repair jobs at best. See the Repair skill, page 80, for more information.

vehicle, for instance, multiplies its base damage from a collision by 2, while a Colossal vehicle multiplies its base damage by 16. Vehicles (or objects) smaller than Medium-size actually multiply their damage by a fractional value.

Note that this system also works well for vehicles striking objects other than vehicles. If the object struck by the vehicle is less solid than it (such as a thin wooden wall or a person), you can reduce the amount of damage the vehicle suffers from the crash by one-fourth, one-half, or even more.

Anyone inside a vehicle in a collision suffers the same damage as the vehicle, or one-half as much damage if they are securely restrained.

Table 10-6: Vehicle Collision Damage

Speed (m/rd)	Base Damage
up to 10	none
11–20	1
21–40	1d2
41–80	1d4
81–160	1d8
161–320	2d8
321–640	4d8
×2	×2

Table 10-7: Vehicle Collision Size Modifiers

Object Size	Multiplier
Colossal	× 16
Gargantuan	× 8
Huge	× 4
Large	× 2
Medium-size	× 1
Small	× 1/2
Tiny	× 1/4
Diminutive	× 1/8
Fine	× 1/16

Example 1, continued: Continuing the sample rear-end crash from before, we determine that the base damage inflicted by the crash is 1d2 points (since the net velocity is 40 meters per round). Both vehicles are in the same size class (Large), so they do the same amount of damage. The flash speeder would deal 1d2×2 points of damage to the landspeeder, and the landspeeder would deal 1d2×2 points of damage to the flash speeder. This collision might cause a couple of dents, but probably doesn't do substantial damage to either vehicle.

Example 2, continued: As the net speed in this collision is 100 m/rd, the base damage is 1d8. The speeder bike, a Large vehicle, multiplies this damage by 2, while the AT-AT, a Colossal vehicle, multiplies it by 16. The unlucky speeder bike deals 2d8 points of damage to the walker, but the walker deals 16d8 points of damage to the bike. The AT-AT will walk away from this crash, but the speeder bike's probably a lost cause.

Example 3, continued: The net speed in this head-on collision is 200 m/rd, which results in a base damage of 2d8. The air taxis are both Huge, so each one deals 8d8 damage to the other. This crash may be fatal for both vehicles, and the passengers probably won't be able to tip the driver.

Example 4, continued: The snowspeeder's net speed of 300 m/rd gives it a base damage of 2d8. The snowspeeder is Large, so it deals 4d8 damage to the AT-AT. The AT-AT is Colossal, so it deals 32d8 damage to the speeder. The snowspeeder will probably smash through the Walker's armor, but there's virtually no chance that the speeder (or the pilot) will survive.

EXPLODING VEHICLES

If a vehicle ever suffers twice as much damage in a single attack as it has remaining hull points, it explodes. This inflicts 10d6 damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 10 meters of the explosion (Reflex save, DC 15, for half damage).

Vehicle Descriptions

This section describes a variety of common vehicles you might want to have available in your *Star Wars* campaign. Here's the format for vehicle descriptions.

Craft: The vehicle's manufacturer, name, and model number.

Class: The vehicle's general category (Ground or Air).

Cost: The vehicle's price in credits. If two prices are listed, the second is for a used version of the vehicle. (See the Buying a Used Vehicle sidebar, page 163.) If only one price is listed, the vehicle is not generally available used.

Size: The vehicle's size category (and size in meters). Note that vehicles use the standard size categories rather than starship size categories.

Crew: The quality of the crew and the modifier to appropriate skill checks. (You can also use the Crew Quality sidebar in Chapter 11: Starships, page 176, but with one small change: With vehicles, an untrained crew has a check modifier of +0 instead of –4.) The number of crewmembers typically required to operate the vehicle is listed in parentheses. If the vehicle doesn't have a typical crew complement, the quality is listed as n/a.

Passengers: The number of passengers and/or troops that the vehicle can carry (in addition to the crew listing).

Cargo Capacity: The amount of cargo the vehicle can carry.

Speed: The number of meters the vehicle can cover in a move action. If the vehicle uses two move actions, it can move twice this far in a round. A vehicle can also use all-out movement (a full-round action) and move four times its listed speed. The vehicle's maximum overland speed is listed in parentheses.

Defense: The vehicle's Defense. This includes the vehicle's size modifier and armor bonus.

Hull Points: The vehicle's maximum hull points. These are the equivalent of a vehicle's wound points.

DR: Damage reduction. Subtract this number from any damage inflicted to the vehicle's hull points. If this reduces the damage to 0 or less, no damage is inflicted by the attack.

Weapon: The weapon equipped on the vehicle. (Its quantity and special characteristics are listed in parentheses.) For information on fire-linked weapons, see Fire-Linked Weapons, page 180, in Chapter 11: Starships.

Fire Arc: The arc or arcs of fire in which the vehicle's weapon can fire.

Attack Bonus: The total bonus on attacks made with the vehicle's weapon (including vehicle size, crew quality, and fire control computer).

Damage: The damage inflicted by the vehicle's weapon.

Range: The weapon's range increment.

Walkers

These military vehicles were developed in the early days of the Empire in response to repulsor-oriented landmines. Similar developments were used to augment existing repulsorlift, crawler, and wheeled vehicle designs.

Two types of walkers proved efficient. The All-Terrain Scout Transport (AT-ST) is a nimble two-legged mobile weapons platform that rapidly moves across battlefields and through cramped urban environments, providing reconnaissance and quick-response fire-support for ground troops. The All Terrain Armored Transport (AT-AT) is an imposing behemoth that shakes the ground as it plods toward enemy fortifications. In addition to its built-in weapons, an AT-AT carries as many as forty troopers or two AT-STs.

AT-ST Walker

Craft: All-Terrain Scout Transport; **Class:** Ground (Walker); **Cost:** Not available for sale; **Size:** Huge (6.4 meters long, 8.6 meters tall); **Crew:** Skilled +4 (1 pilot, 1 gunner); **Passengers:** None; **Cargo Capacity:** 200 kilograms; **Speed:** 30 m (max. speed 90 km/h); **Defense:** 13 (–2 size, +5 armor); **Hull Points:** 60; **DR:** 5.

Weapon: Twin blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +4 (–2 size, +4 crew, +2 fire control); **Damage:** 4d10; **Range:** 200 m.

Weapon: Twin light blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +4 (–2 size, +4 crew, +2 fire control); **Damage:** 2d10; **Range:** 100 m.

Weapon: Concussion grenade launcher (6 grenades); **Fire Arc:** Front; **Attack Bonus:** +4 (–2 size, +4 crew, +2 fire control); **Damage:** 3d10/2d10; **Range:** 20 m (six increments max).

AT-ST Walker

AT-AT Walker

AT-AT Walker

Craft: All-Terrain Armored Transport; **Class:** Ground (Walker); **Cost:** Not available for sale; **Size:** Colossal (20.6 meters long, 15.5 meters tall); **Crew:** Skilled +4 (2 pilots, 1 gunner, 2 commanders); **Passengers:** 40 troops or 2 AT-STs; **Cargo Capacity:** 1 metric ton; **Speed:** 20 m (max. speed 60 km/h); **Defense:** 12 (–8 size, +10 armor); **Hull Points:** 180; **DR:** 15.

Weapon: Heavy laser cannons (2, fire-linked); **Fire Arc:** Front*; **Attack Bonus:** +0 (–8 size, +4 crew, +4 fire control); **Damage:** 6d10; **Range:** 300 m.

Weapon: Medium blasters (2, fire-linked); **Fire Arc:** Front*; **Attack Bonus:** +0 (–8 size, +4 crew, +4 fire control); **Damage:** 3d10; **Range:** 100 m.

**These weapons are mounted on the cockpit, which is situated on a pivoting "neck." They can be brought to bear in one arc of fire per combat round (either left, front, or right).*

Landspeeders

Ground-based repulsor vehicles, landspeeders are common on planets throughout the galaxy. Used widely by the military, civilian authorities, businesses, and private citizens, most families own at least one landspeeder, particularly on planets with scant urbanization and little public transportation.

Landspeeders use repulsorlift technology for propulsion, although some racing and military models employ ion engines for greater top-end speed. An average speeder has a top speed of 200 kilometers per hour, although the fastest models can reach speeds in excess of 350 kilometers per hour. Podracers are particularly dangerous variations of landspeeder construction, with ion engines and repulsor engines strapped loosely onto a cockpit.

LANDSPEEDER

One of the most popular models of civilian speeders is the SoroSuub XP-series. It is a durable two-person craft that features holographic displays, computer assisted navigation, and counterbalances for a stable ride over rough terrain. (Luke Skywalker used a landspeeder of this series on Tatooine, the SoroSuub XP-34 to be exact.)

SoroSuub XP-34

Craft: SoroSuub XP-34 Landspeeder; **Class:** Ground (Speeder); **Cost:** 10,550 (new), 2,500 (used); **Size:** Large (3.4 meters long); **Crew:** Varies (1 pilot); **Passengers:** 1; **Cargo Capacity:** 30 kilograms; **Ground Speed:** 115 m (max. speed 330 km/h); **Altitude:** up to 1.5 m; **Defense:** 11* (–1 size, +2 armor); **Hull Points:** 16; **DR:** 5.

Weapon: None.

**A landspeeder provides one-half cover to its passengers.*

Flash Speeder

Craft: Naboo Security Forces Speeder; **Class:** Ground (Speeder); **Cost:** 12,000 (new), 6,000 (used); **Size:** Large (4.5 meters long); **Crew:** Normal +2 (1 pilot); **Passengers:** 1; **Cargo Capacity:** 10 kilograms; **Ground Speed:** 100 m (max. speed 200 km/h); **Altitude:** up to 2 m; **Defense:** 12* (–1 size, +3 armor); **Hull Points:** 18; **DR:** 5.

Weapon: Defense blaster; **Fire Arc:** Any; **Attack Bonus:** +3 (–1 size, +4 fire control); **Damage:** 3d8; **Range:** 20 m.

**A flash speeder provides one-half cover to its passengers.*

Speeder Bikes

These small, fast personal transports appeal to military forces that require effective scout vehicles, law enforcers needing swift pursuit craft, and teens looking for thrills. Speeder bike races are popular in the Core systems, where they are viewed as more refined than the extremely dangerous podraces. Still, speeder bikes emphasize speed and maneuverability over safety and protection.

The Nightfalcon series has been extremely popular with civilians, racers, and military forces. They are sturdy vehicles that can easily be modified to carry additional passengers, weaponry, or armor. (Models made available to the public are not typically equipped with weapons.)

Ikas-Adno Nightfalcon

Craft: Modified Ikas-Adno 22-B Nightfalcon; **Class:** Ground (Speeder); **Cost:** 6,000 (new), 2,000 (used); **Size:** Large (4.87 meters); **Crew:** Varies (1 pilot); **Passengers:** 1; **Cargo Capacity:** 4 kilograms; **Ground Speed:** 100 m (max. speed 300 km/h); **Altitude:** up to 10m; **Defense:** 12* (–1 size, +2 armor); **Hull Points:** 16; **DR:** 5.

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +3 (–1 size, +4 fire control); **Damage:** 4d8; **Range:** 20 m.

**A speeder bike provides no cover to its pilot.*

Airspeeders

Airspeeders are personal transports designed to travel up to 25 kilometers above ground level. Most models have flight ceilings of less than 250 meters, deriving maximum lift from the atmosphere.

Airspeeders are widely viewed as sport and speed vehicles. Most have low cargo capacities and are reserved for races and short journeys. Their sleek, aerodynamic designs can easily reach top speeds exceeding 900 kilometers per hour. Airspeeders are difficult to track with targeting computers and therefore function superbly as "hit-and-run" vehicles, making them very popular with planetary militias and terrorist groups. Militias and law enforcement groups also use modified airspeeders as cheap and reliable defense craft.

From the Coruscant Air Taxi to the Incom T-47 series (later modified into combat vehicles by Rebel forces on Hoth), airspeeders come in a variety of styles and models to accommodate most price ranges.

Coruscant Air Taxi

Craft: Hyrotii EasyRide Passenger Airspeeder; **Class:** Air; **Cost:** 16,000 (new), 8,000 (used); **Size:** Huge (8 meters); **Crew:** Expert +8 (1 pilot); **Passengers:** 6; **Cargo Capacity:** 100 kilograms; **Speed:** 36 m (max. speed 191 km/h); **Altitude:** up to 3.4 km; **Defense:** 13* (–2 size, +5 armor); **Hull Points:** 20; **DR:** 5.

Weapon: None.

**A Coruscant Air Taxi provides one-quarter cover to passengers.*

Incom T-47

Craft: Incom T-47 Airspeeder; **Class:** Air; **Cost:** 12,000 (new), 6,000 (used); **Size:** Large (4.5 meters); **Crew:** Normal +2 (1 pilot); **Passengers:** 1; **Cargo Capacity:** 10 kilograms; **Speed:** 220 m (max. speed 650 km/h); **Altitude:** up to 250 meters; **Defense:** 14 (–1 size, +5 armor); **Hull Points:** 20; **DR:** 5.

Weapon: None.

Rebel Alliance Combat Snowspeeder

Craft: Modified Incom T-47 Airspeeder (custom frame and power plant); **Class:** Air; **Cost:** 20,000 (used; black market

SPEEDER BIKE

only); **Size:** Large (5.5 meters); **Crew:** Skilled +4 (1 pilot, 1 gunner); **Passengers:** None; **Cargo Capacity:** 10 kilograms; **Speed:** 350 meters (max. speed 1,000 km/h); **Altitude:** up to 250 meters; **Defense:** 17 (+2 size, +5 armor); **Hull Points:** 30; **DR:** 5.

Weapon: Double laser cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +7 (–1 size, +4 crew, +4 fire control); **Damage:** 5d8; **Range:** 150 m.

MandalMotors Combat Airspeeder

Craft: MandalMotors Shadow V Combat Airspeeder; **Class:** Air; **Cost:** 50,000 (new), 25,000 (used); **Size:** Huge (6.5 meters); **Crew:** Skilled +4 (1 pilot, 1 gunner); **Passengers:** 1; **Cargo Capacity:** 10 kilograms; **Speed:** 300 m (max. speed 800 km/h); **Altitude:** up to 550 meters; **Defense:** 13 (–2 size, +5 armor); **Hull Points:** 40; **DR:** 5.

Weapon: Double laser cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (–2 size, +4 crew, +4 fire control); **Damage:** 5d8; **Range:** 200 m.

Cloud Cars

Medium-atmosphere to high-atmosphere vehicles use a combination of ion engine propulsion and repulsorlifts. Most models can reach speeds of 1,500 kilometers per hour while cruising anywhere from a few kilometers off the ground to near-space altitudes.

On many worlds, cloud cars are used as high-altitude patrol and defense craft. Sometimes, they even serve as traffic coordinators, keeping incoming ships in proper travel corridors. There are few cloud cars in private hands due to their high cost and limited utility.

The dual-pod craft that intercepted the *Millennium Falcon* on its approach to Cloud City in *The Empire Strikes Back* was one of the popular Bespin Motors Storm series of cloud cars.

Storm IV Cloud Car

Craft: Bespin Motors Storm IV; **Class:** Air; **Cost:** 20,000 (new); **Size:** Huge (7 meters); **Crew:** Normal +2 (1 pilot, 1 gunner); **Passengers:** None; **Cargo Capacity:** 10 kilograms; **Speed:** 350 m (max. speed 1,000 km/h); **Altitude:** 5 kilometers to 100 kilometers; **Defense:** 13 (–2 size, +5 armor); **Hull Points:** 40; **DR:** 5.

Weapon: Double blaster cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +2 (–2 size, +2 crew, +2 fire control); **Damage:** 5d8; **Range:** 300 m.

Skiffs

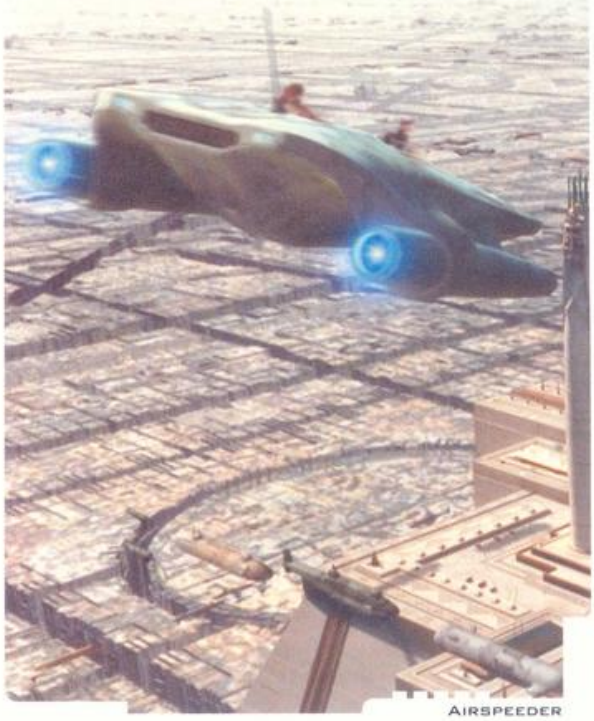
Skiffs are repulsor vehicles used to move cargo and serve as low-speed, low-altitude transports. Often, skiffs are operated by labor droids. The most popular line of cargo skiffs is the Ubrikkian Bantha series. Jabba the Hutt owned a number of Bantha II cargo skiffs, as seen in Episode VI: *Return of the Jedi*.

Cargo Skiff

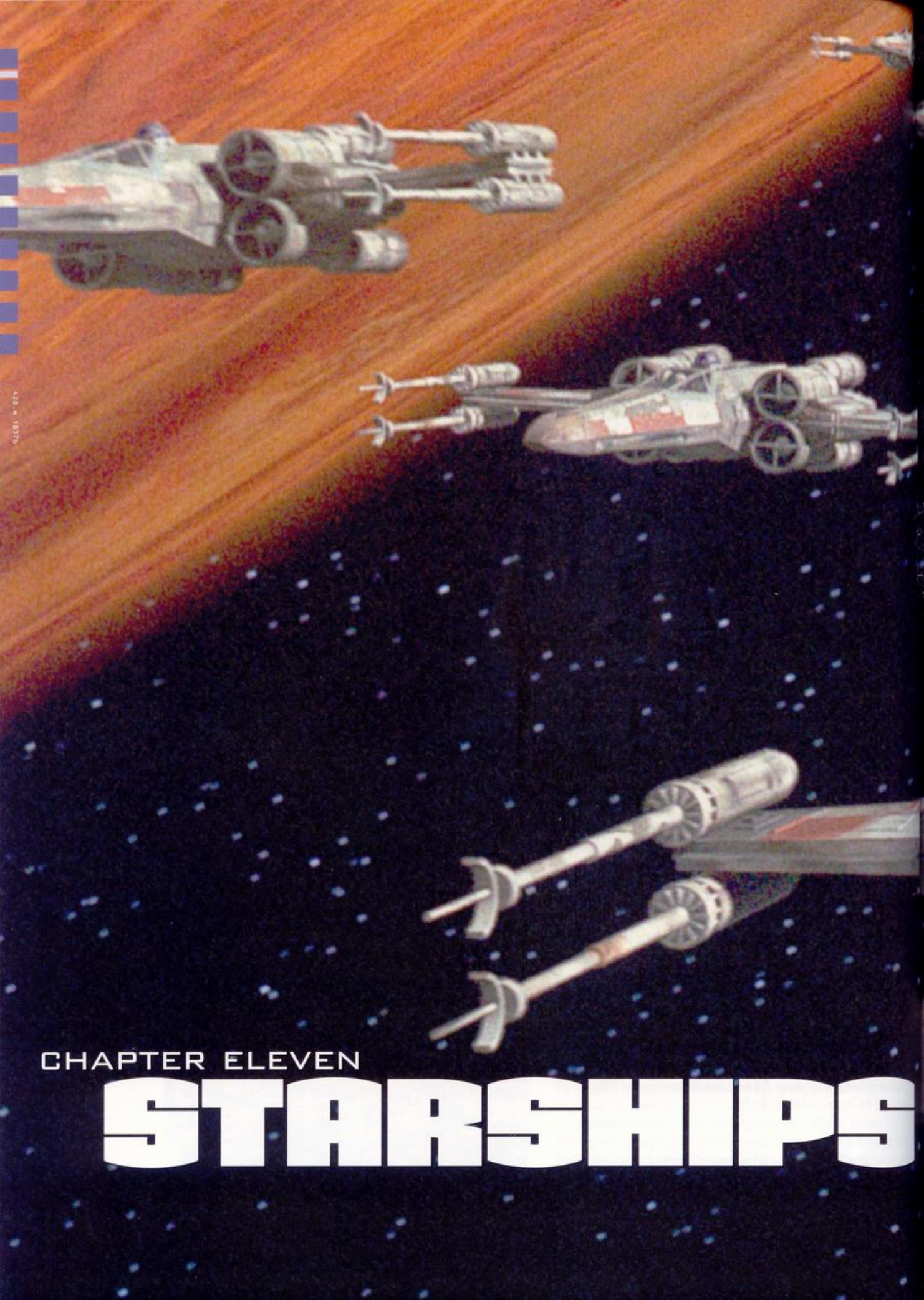
Craft: Ubrikkian Bantha II; **Class:** Ground (Speeder); **Cost:** 8,000 (new), 5,000 (used); **Size:** Huge (9.5 meters); **Crew:** Untrained +0 (1 pilot); **Passengers:** 20 or cargo; **Cargo Capacity:** 135 metric tons; **Speed:** 70 m (max. speed 200 km/h); **Altitude:** up to 20 meters; **Defense:** 10* (–2 size, +2 armor); **Hull Points:** 20; **DR:** 5.

Weapon: None.

**A cargo skiff provides one-quarter cover to passengers.*

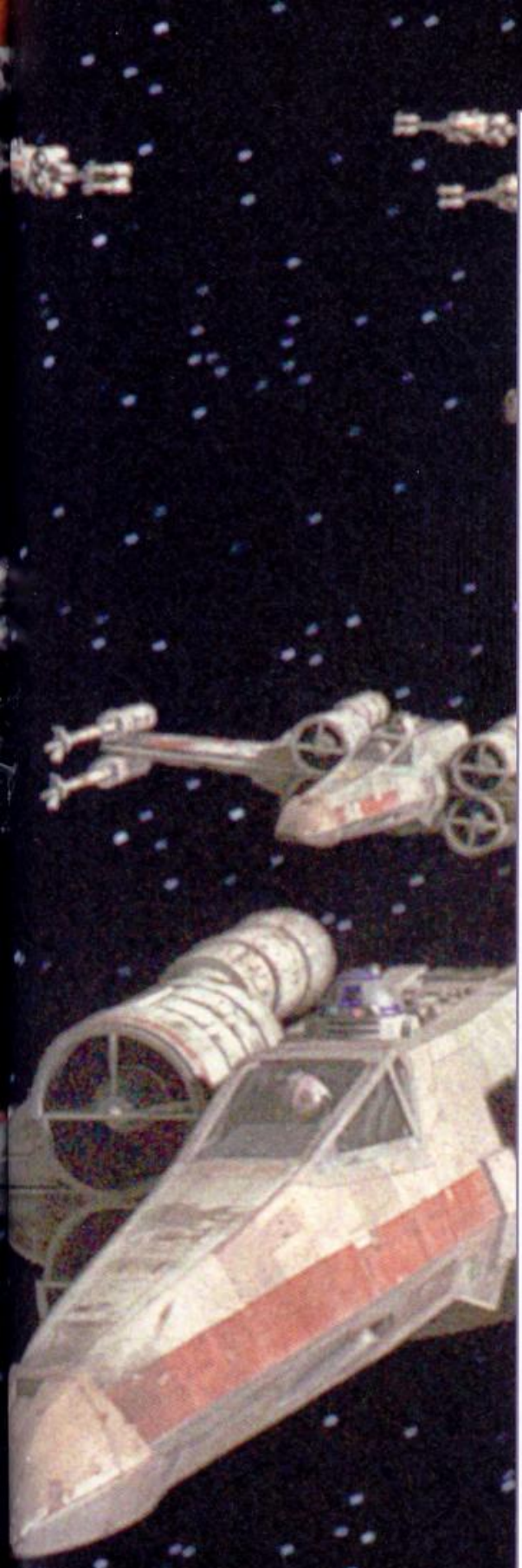


AIRSPEEDER



CHAPTER ELEVEN

STARSHIPS



One of the hallmarks of the *Star Wars* universe is the starship: a vehicle capable of traveling between distant star systems. Without starships, the intricate political, social, and economic connections between worlds simply could not exist.

Ultimately, a starship fulfills two primary roles in the *Star Wars Roleplaying Game*. First, it is a plot device—a means by which the heroes can go from place to place during their adventures. Without access to a starship, adventures must by necessity remain on a single world, which limits the variety of stories available to the Gamemaster.

Second, the starship is a tool within an adventure. It's a way to make money smuggling goods, a means of intimidating enemies, or even a weapon against a gigantic battle station. Scenes of starship combat are among the most memorable in the *Star Wars* movies. They should be just as memorable in your game.

Three basic types of starships exist in the *Star Wars Roleplaying Game:* the starfighter, the space transport, and the capital ship.

Starfighters are small, maneuverable ships designed for combat. They carry one or two crew members and almost no cargo. Instead, they are packed with powerful weapons and engines capable of achieving high speeds. Examples include the X-wing, the TIE fighter, droid starfighters, and Naboo N-1 starfighters.

Space transports are mid-sized vessels not generally designed for combat. The most common category of starship, transports are also the most-modified ships, as owners often add weapons, shields, or more powerful engines to alter their characteristics. Small freighters, shuttles, yachts, cruise liners, and even scout ships fall into this category.

Capital ships are the largest category of starship. These gigantic vessels are most commonly ships of war, armed with a vast array of weapons and formidable shields. Most capital ships carry groups of starfighters, landing craft, and troops. The Imperial Star Destroyer is perhaps the best-known capital ship. Huge freighters, container ships, and luxury liners also fall under this category, but they rarely have the armor or weapons of a ship of war.

Starship Costs

A starship is probably the most expensive possession a character will ever own. As a result, many characters don't actually own the ships they pilot. If they do, they probably didn't buy them right off the factory floor. They might work as captain and crew for the ship's owner, whether that's an individual, a corporation, a crime lord, or a government. If the heroes serve as a mission team for one of the primary movers and shakers in the campaign, the ship could be on loan from the heroes' benefactors or assigned to them for a mission or series of missions. This benefactor is usually the Chancellor and the Jedi Council in the Rise of the Empire era, the Rebel Alliance in the Rebellion era, or the New Republic and Jedi academy in The New Jedi Order era.

The ship descriptions in this chapter list the cost to purchase a new (or used, if applicable) ship of that type.

BUYING A USED STARSHIP

Buying a used starship can be tricky. How much do you trust the seller? Is he covering up a defective shield generator or a jury-rigged hyperdrive system? Is the wiring intact, or is it corroded and shoddy?

To simulate this situation, the Gamemaster can roll d% to determine a used starship's general quality. The result indicates the flaw (or flaws) possessed by the ship.

Table 11-1: Used Starship Flaws

d%	Flaw
01–25	None
26–35	Jury-rigged systems. –4 penalty to Repair checks made to fix ship systems.
36–40	Burned-out engine: –4 penalty to Pilot checks made to increase or decrease range, change speed, or escape a tractor beam.
41–45	Shaky steering: –4 penalty to Pilot checks made to turn or reverse direction, establish or break pursuit, ram a target, avoid a hazard, regain control, or join or rejoin a wing.
46–55	Malfunctioning nav computer: –4 penalty to Astrogate checks made to plot hyperspace routes.
56–65	Malfunctioning sensors: –4 penalty to all Computer Use checks made to operate sensors.
66–70	Malfunctioning fire control: reduce all fire control bonuses by 4 (minimum +0).
71–75	Slow hyperdrive: double listed hyperdrive modifier.
76–85	Hull damage: Subtract 10% from maximum hull points.
86–90	Weak shields: Subtract 10% from maximum shield points (roll again if the ship has no shields).
91–95	Other. The GM is encouraged to be fiendish.
96–00	Roll two more times on this table.

In most cases, a malfunction or flaw can be detected by a successful Repair or Craft (engineering) check (DC 20) and a few hours of poking around. The GM may also allow characters to use alternative skills for these checks. For instance, a Computer Use check might notice problems with the nav computer, sensors, or fire control systems. Unfortunately, many sellers discourage such careful inspection of their wares.

At the GM's discretion, most of these flaws can be repaired, though they are considered complex repair jobs at best. (See the Repair skill, page 80, for more information.) Repair usually requires at least an hour of work at a DC of 20, although the GM may increase the time or difficulty as necessary. A fiendish GM may require the character to acquire esoteric replacement parts, bargain for vital components, bribe docking bay officials, or travel to appropriate facilities before repairs can begin.

Of course, these rules don't take into account major alterations that may have been made by the previous owners. The GM should feel free to add or subtract systems as he sees fit to create unique vessels.

Keep in mind that these prices can fluctuate wildly based on supply and demand. In wartime situations, for instance, even the most battered freighter could be worth several times its actual value.

Booking Passage

If you don't have a ship of your own (owned or borrowed), your easiest option to travel between systems is booking passage on a passenger liner, transport vessel, or freighter. Most major systems have regular comings and goings of such ships, with accommodations ranging from simple to luxurious. Short trips might be charged on a per-day basis, while longer journeys to distant locations usually charge a flat fee.

Table 11-2: Booking Passage

Quality	Cost Per Day	Cost Per Journey*	Example
Poor	100	1,000 credits	freighter bunk
Average	200	2,000 credits	liner bunk
Good	500	5,000 credits	private room
Luxurious	750	7,500 credits	private stateroom

**One-way passage.*

Chartering a Starship

If all else fails, hire someone to fly you there. This is the most expensive route to take, with charter costs starting in the thousands of credits and going up from there. A charter has one enormous advantage over booking passage: privacy. Whether you're smuggling illegal cargo or you just wish to avoid Imperial entanglements, private charter is the way to go. For some remote systems, it may also be the only way to go. In general, the captain of a private charter negotiates a price based on the number of passengers, type of cargo, the distance traveled, and how dangerous the journey might wind up being. A base price of 6,000 credits gives the average charter captain a place to start. Han Solo offered a price of 10,000 credits to get an old man, a farm boy, and a pair of droids from Tatooine to Alderaan while avoiding Imperials. The GM is encouraged to negotiate in good faith if the heroes decide to go this route (unless, of course, the captain they hook up with isn't a good-faith type of person).

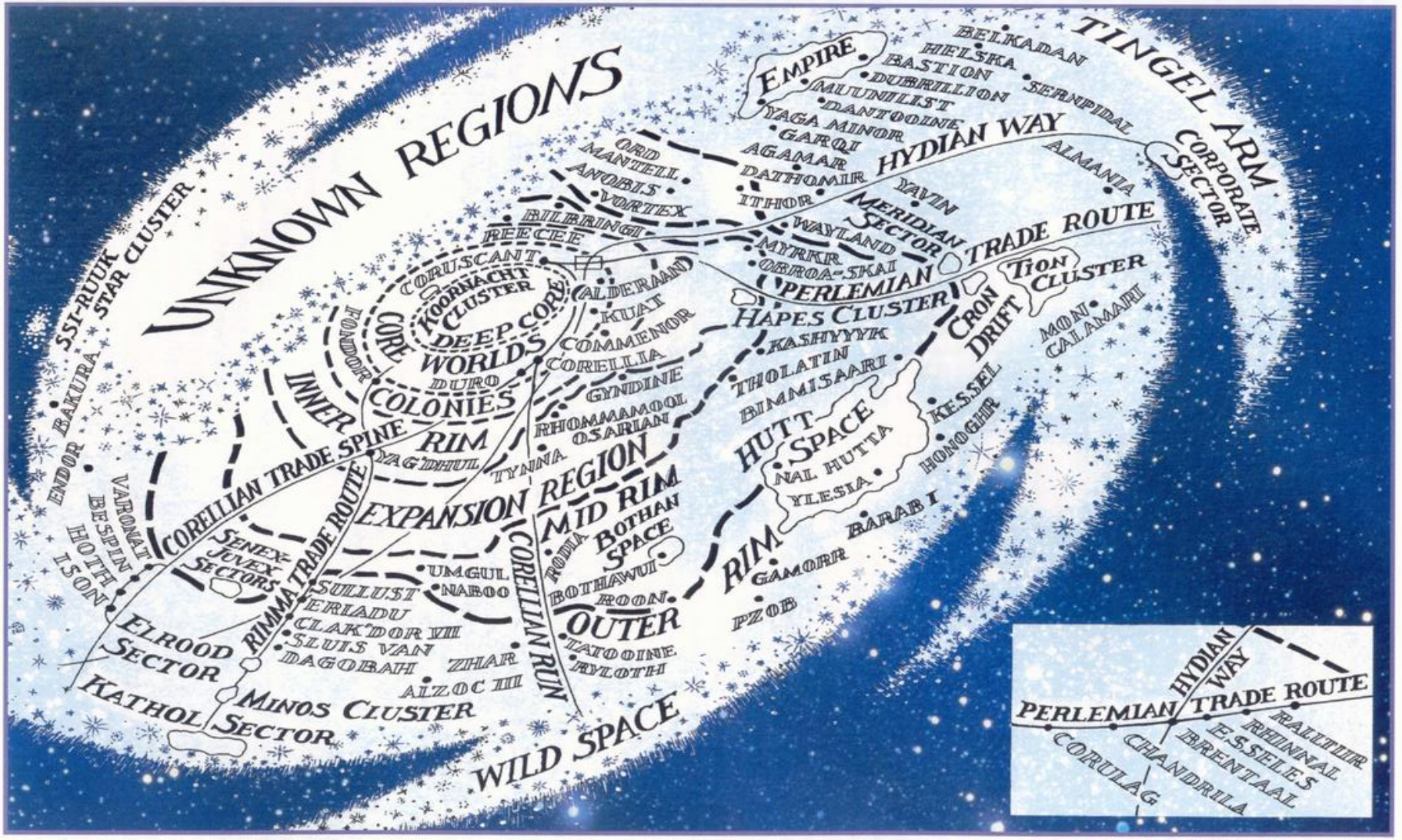
Space Travel

Despite the proliferation of trade routes throughout the galaxy, travel between systems remains somewhat unpredictable. In addition to asteroid belts, rogue moons, comets, gravitational fields, and a variety of other interstellar obstacles or phenomena, hyperspace travel can simply be unpredictable at times.

Hyperspace Travel

Traveling through hyperspace has its risks. Large gravity wells, such as those generated by planets and suns, create "shadows" that exist in hyperspace. Ships in hyperspace must be careful to avoid these shadows; they can cause damage to a ship that passes through them, perhaps even destroying the ship. Many hyperdrives come equipped with a shutoff mechanism. When a gravity-well shadow is detected, the hyperdrive cut-off kicks in and ejects the ship from hyperspace before a collision occurs.

Because of this danger, hyperspace trips can't simply follow the shortest possible path between two points. Instead, each course must be plotted with extreme precision to avoid such a disaster. A ship's astrogator uses a navigation computer (often called a "nav computer") to plot a safe trip through hyperspace. Without a nav computer, the astrogator



THE GALAXY, CIRCA 25 YEARS AFTER STAR WARS EPISODE IV: A NEW HOPE

must rely on his own skill to calculate the precise coordinates (a very risky proposition) or use an astromech droid.

The galaxy is always in motion. Stars, planets, moons, and various interstellar objects are never in the same place, thanks to the nature of orbits and the fact that individual star systems and the galaxy they inhabit are constantly moving. So, coordinates for hyperspace jumps that are correct today are slightly off tomorrow. The coordinates for well-known routes are constantly updated. These included travel to and from any systems along an established space lane, such as the Corellian Trade Spine and the Perlemian Trade Route. Less-traveled routes must be calculated to account for galactic drift since the time the coordinates were last posted. Unknown routes require serious calculations and a little bit of guesswork. In addition, gravitational dangers must be accounted for. Some are listed in star charts, many others aren't. Sometimes these dangers require a ship to exit hyperspace and enter it again later, thereby avoiding the hazard.

Most hyperspace travel follows known or familiar routes. The quality of a ship's hyperdrive will also effect the time needed to make a trip. Calculating a hyperspace trip along a known route (or using precalculated coordinates) requires 1 minute (10 rounds) and an Astrogate check (DC 10). For each round the hero attempts to shave off this time, add +2 to the DC of the Astrogate check.

Calculating a new route between known systems requires 30 minutes and an Astrogate check (DC 15). Calculating a route to a system unknown to the astrogator requires 1d4 hours and an Astrogate check (DC 20). If the astrogator doesn't know where he's starting from, the calculation requires 6d6 hours and an Astrogate check (DC 25). These durations can't be reduced.

Without a nav computer, the navigator suffers a –5 penalty to Astrogate checks used to plot hyperspace courses. A nav computer or an astromech droid provide a computer bonus of +1 to +6 to the Astrogate check.

Each hyperdrive is rated with a multiplier. This number is multiplied by the base duration of the trip to determine the total travel time. Thus, a hyperdrive with a "×2" multiplier would complete a trip in twice the base time, while a "×10" hyperdrive would require ten times the normal travel time.

If the astrogator voluntarily increases the travel time by another multiple (from ×2 to ×3, for instance), he may reduce by 2 the DC of the Astrogate check made to plot the course through hyperspace.

Obstacles or other anomalies can increase the DC of the check, at the GM's discretion.

Route	DC
Known route	10
New route between familiar systems	15
New route to or from unfamiliar system	20
Within a star system	+10

Hyperspace Mishaps

Should the Astrogate check fail by 5 or more, the ship fails to enter hyperspace and a new set of calculations (and another Astrogate check) is required.

If the check fails by 1 to 4 points, the ship enters hyperspace normally but suffers some mishap—roll d% on Table 11–3: Hyperspace Mishaps. (If the GM doesn't want to use this option, assume that any failed Astrogate check results in a failure to enter hyperspace.)

Table 11–3: Hyperspace Mishaps

d%	Mishap
01–40	Off Course: The ship is completely off course, emerging from hyperspace in the wrong system, which may not even be in the same region of space as the intended system. An entirely new hyperspace trip must be calculated.
41–60	Hyperspace Fluctuations: Random radiation fluctuations affect the ship's travel time. The new travel time adds +2d12 hours to the trip.
61–80	Hyperdrive Failure: The ship's nav computer detects a gravity-well shadow and returns the ship to realspace to avoid a collision. This occurs at a randomly determined point along the trip. A new hyperspace route must be calculated.
81–90	Hyperdrive Failure and Damage: As Hyperdrive Failure, above, but the hyperdrive system is damaged and must be repaired (or a backup system used).
91–95	Hyperspace Collision: The ship collides with a gravity-well shadow and drops to realspace. The ship suffers 1d10×1d10 hull points of damage. Assuming the ship remains intact, a new hyperspace trip must be calculated.
96–00	Other: The GM may come up with another mishap or roll again.

Calculating Travel Time

To determine the time it takes to travel from one planet to another, first determine the nature of the route, as shown above. This provides a base DC for the Astrogate check.

Then determine what region of the galaxy you're starting in and what region you're traveling to. Use the Galactic Map on page 171, and Table 11–4: Astrogation Difficulty Modifier, on the next page. The first part of the table provides a modifier based on the regions involved and the distance between them. The second part provides an abstract penalty based on the ever-changing position of gravity wells and other hyperspace hazards. The third part of the table provides situational modifiers. Use at least one modifier from each part of the table to determine the final modifier to the Astrogate check.

For example, a journey from Tatooine (in the Outer Rim) to Coruscant (in the Core), a well-known route, has a base DC of 10. Such a journey provides a +3 modifier for the distance. The GM rolls 1d10 and gets a 6, providing a +2 modifier for random hyperspace hazards. So, the DC for the Astrogate check is 15 (10 + 3 + 2). Thanks to the Good nav computer being used, the astrogater gets to add +4 to his skill check roll.

After the skill check is made, use the result to determine the final travel time, as shown on Table 11–5: Hyperspace Travel Time. This time assumes the use of a standard hyperdrive with a ×1 multiplier. Faster hyperdrives (×1/2, for example) reduce the travel time accordingly, and slower hyperdrives (×2 or ×5, for example) increase the travel time.

So, using the example above, the astrogater's skill check result is 18. That's a success of 3 points, so the hyperspace jump occurs with no additional time modifiers. That means this trip from Tatooine to Coruscant takes 96 hours.

Table 11-4: Astrogation Difficulty Modifier

Region Traveling From	Region Traveling To (DC Modifier)								
	Deep Core	Core	Colonies	Inner Rim	Expansion	Mid Rim	Outer Rim	Wild	Unknown
Deep Core	+10	+5	+3	+2	+1	+3	+5	+10	+20
Core Worlds	+5	–5	–4	–3	–2	–1	+0	+10	+25
Colonies	+5	–4	–3	–2	–1	+0	+2	+15	+20
Inner Rim	+5	–3	–2	–1	+0	+2	+3	+10	+15
Expansion Region	+10	–2	–1	+0	+0	–1	–2	+10	+15
Mid Rim	+10	+2	+1	+0	–1	–2	–1	+7	+12
Outer Rim	+15	+3	+2	+1	+1	+0	+1	+6	+10
Wild Space	+20	+18	+15	+12	+10	+7	+3	+0	+25
Unknown Regions	+25	+20	+15	+10	+5	+4	+3	+2	+1

Hazard, Roll 1d10	DC Modifier
1	+5
2–3	+4
4–5	+3
6–7	+2
8–9	+1
10	+0

> "Oh, my. I'd forgotten how much **I hate space travel.**"
>
> — C-3PO

Situation	DC Modifier	Skill Check Modifier
Reduce calculation time by 1 round	+2	–
No nav computer or astromech used	–	–5
Nav computer used*	–	+2/+4/+6
Astromech used*	–	+1/+2/+3
Each hour added to trip	–1	–
Each hour saved on trip	+1	–
Hyperdrive lightly damaged	+5	–
Hyperdrive heavily damaged	+10	–

**Based on quality (Ordinary/Good/Amazing).*

Table 11-5: Hyperspace Travel Time

Astrogate Result	Time Modifier
Failure by 5 or more	No jump occurs
Failure by 1–4	Jump occurs, add 1d12 hours, check for mishap
Success by 1–4	Jump occurs, no time modifier
Success by 5–9	Jump occurs, subtract 1d12 hours*
Success by 10 or more	Jump occurs, subtract 2d12 hours*

**Minimum 1 hour journey.*

Region Traveling From	Region Traveling To (Base Travel Time, in hours)								
	Deep Core	Core	Colonies	Inner Rim	Expansion	Mid Rim	Outer Rim	Wild	Unknown
Deep Core	12	18	24	48	72	96	120	144	168
Core Worlds	24	6	24	36	60	84	96	120	144
Colonies	48	24	12	24	48	72	96	120	96
Inner Rim	72	36	24	18	24	48	72	96	72
Expansion Region	96	60	48	24	24	24	48	72	96
Mid Rim	120	84	72	48	24	36	24	48	72
Outer Rim	144	96	96	72	48	24	48	24	60
Wild Space	168	120	120	96	72	48	24	12	120
Unknown Regions	192	144	96	72	60	72	96	120	48

Starship Systems

Every starship contains a vast number of separate systems that work together to ensure that the ship functions. Most of these systems aren't interesting or important to the game. Significant systems are highlighted below.

Drive Systems

All starships have two drive systems: sublight drives and hyperdrives.

A starship uses its sublight (sub-lightspeed) drive to travel within realspace, usually within a star system. Atmospheric travel, planet-to-moon travel, and planet-to-planet travel are all accomplished via the sublight drive. In general, a ship requires a few minutes to fly from orbit to a safe hyperspace jump point outside the planet's gravity well. It takes about half an hour to fly from a planet to one of its moons. A few hours are needed to fly between planets in a system, and it takes up to a day or two to fly from a star to the outer limits of its system (depending on hazards and the type of sublight drive being used).

Starship pilots use the hyperdrive for system-to-system travel (or rarely, in-system travel, though this requires extremely precise astrogation coordinates). The hyperdrive actually shifts the starship into an alternate dimension called hyperspace, where the ship travels at many times the speed of light. See Hyperspace Travel, page 170, for more information.

"Two fighters against a Star Destroyer?"

— Hobbie

Sensors

Starships use sensors to detect other vessels, planetary bodies, and potential hazards. Operating starship sensors requires the Computer Use skill. Starship sensor systems have four modes of activity, varying in range, area, and sensitivity.

Sensors set to **passive mode** simply receive information about the immediate vicinity (out to short range). Passive sensors grant no bonus on the operator's Computer Use checks. However, passive sensors help hide the ship from other vessels that might detect active sensors.

In **scan mode**, sensors actively send out pulses in all directions (to a maximum of long range) to gather information about the ship's surroundings. Sensors in scan mode grant a +2 computer bonus on the user's skill checks.

The **search mode** sweeps a specific fire arc (front, left, right, or rear) for information, out to a maximum of Extreme range. This grants a +4 computer bonus on Computer Use checks made to detect objects with sensors.

Finally, a sensor in **focus mode** directs its attention to a very small area or single object at up to Extreme range. While in focus mode, a sensor grants a +6 bonus on Computer Use checks made to operate the sensors.

The DC required to locate an object with sensors depends on the object's size and range from the ship. See Table 11–6: Sensor Detection for details.

Table 11–6: Sensor Detection

Target Size	DC
Colossal	2
Gargantuan	6
Huge	8
Large	9
Medium-size	10
Small	11
Tiny	12
Diminutive	14
Fine	18

Target Range	DC Modifier
Point blank	–4
Short	+0
Medium	+2
Long	+4
Extreme	+8

Situation	DC Modifier
Target is using active sensors	–4
Target is powered down	+4
Target is using sensor mask	varies
Target is concealed behind planetary body	+10

Communications

A variety of communication systems exist for use on starships. All ships will have at least one of these systems, if not several different types. Note that even systems that transmit through hyperspace operate only when the ship is in realspace.

The **HoloNet transceiver** is the top-of-the-line starship communication system, generally present only on important military vessels. It uses a real-time holographic network transmitting through hyperspace to rely messages between users. The system is extremely expensive and rare.

Hypertransceivers are less expensive than HoloNet transceivers, but still provide real-time audio and visual transmissions through hyperspace. Military vessels and many large private starships have hypertransceivers.

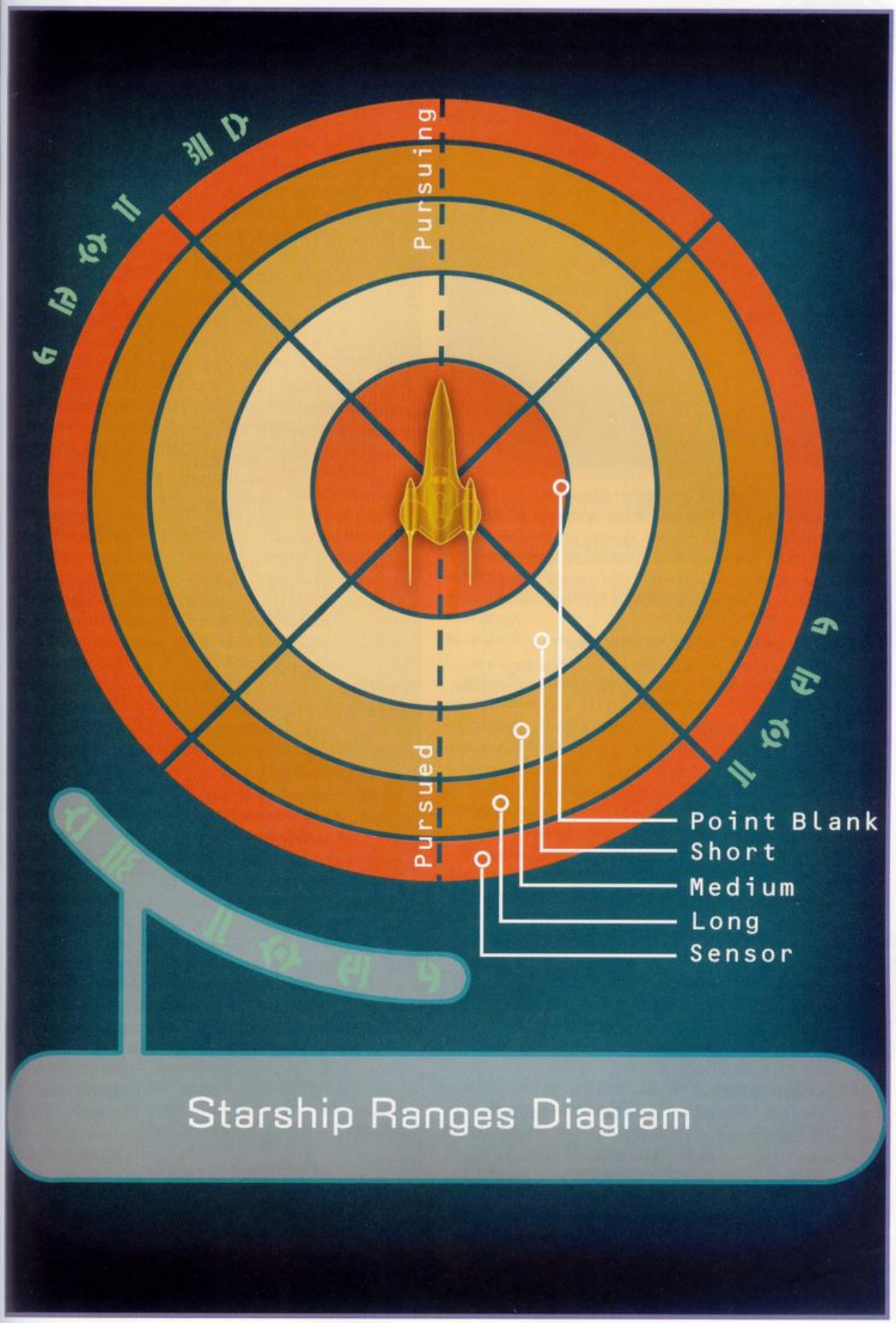
A **subspace transceiver** allows for audio, visual, and hologram communication at a range of a few to several dozen light years. Most starships have a subspace transceiver for emergency signals.

Finally, most starships use speed-of-light **comms** for ship-to-ship and ship-to-planet messages. They can interact directly with intercoms (shipboard communications) and comlinks (personal communication systems).

Starship Combat: Relative Abstraction

This section presents rules for combat between starships (starfighters, space transports, and capital ships). The ultimate goal of any starship combat scenario in the *Star Wars Roleplaying Game* should be to create an exciting, fast-paced scene in which the heroes feel their skills and aptitudes have an impact on the outcome of the battle.

To this end, the game uses an abstracted system for starship combat. The relative positions of ships are not plotted on a grid or hex map, but on specially designed starship combat templates.



Starship Ranges Diagram

CREW QUALITY

Rather than providing statistics for an entire starship's crew, most ship descriptions provide a general "crew quality" descriptor. This indicates the crew's aptitude with ship systems, including piloting, weapons, and defenses.

Table 11–7: Starship Crew Quality lists the four levels of crew quality and the appropriate check modifier. Use this modifier for all attack rolls and skill checks related to the operation and piloting of the vessel (including Pilot checks).

For unique vessels or ships where the crew's statistics are included, don't use this table.

Table 11–7: Starship Crew Quality

Crew Quality	Check Modifier
Untrained	–4
Normal	+2
Skilled	+4
Expert	+8

This system of relative abstraction allows starships of dramatically different sizes and scales to coexist in combat scenarios. As a result, the system doesn't use hard-and-fast numbers for ranges, velocities, and so forth. Instead, it uses relative terms to describe the starships' ranges from one another, speeds, and maneuvers.

The Starship Combat Template

The starship combat template can be found on page 175. You should photocopy this diagram for use in your starship combat scenes.

The template is designed to show the relative positions of all starships engaged in combat. Your ship is always at the center of the range rings. Use miniatures, counters, or tokens to mark the relative starting positions of all other starships (both their range from you and what arc of fire they're in) in the combat. As it progresses, adjust the positions of these counters to reflect the actions of the starships in the combat.

The "Pursued/Pursuing" line is used when you are engaged in a direct pursuit of another starship (see the Pilot skill description, page 79, for more information).

Starship Size

A starship's size is perhaps its most important characteristic. Size affects a ship's Defense, attack rolls, initiative, and Pilot checks. The size modifiers are listed in Table 11–8: Starship Sizes.

Table 11–8: Starship Sizes

Size Category	Modifier	Size (m)	Examples
Colossal	–8	1001+	Imperial Star Destroyer, Mon Calamari star cruiser
Gargantuan	–4	501–1000	Assault frigate
Huge	–2	251–500	Nebulon-B escort frigate
Large	–1	101–250	Corellian corvette, bulk freighter
Medium-size	+0	51–100	Medium-size transport
Small	+1	21–50	Light freighter, Imperial customs light cruiser
Tiny	+2	11–20	Starfighter
Diminutive	+4	6–10	TIE fighter
Fine	+8	up to 5	Missile, escape pod

Opening the Fight

Most starship combats begin at sensor range, though exceptions exist. For instance, if one side surprises the other, or if fighters are launched during combat, the fight might start at a closer range. In most cases, the GM places all starship tokens on the "Sensor" range ring of the starship combat template. In most cases, newly encountered vessels will be in your front arc of fire, though the GM is free to rule otherwise if the scenario calls for something different.

Other starship combats can begin at whatever range and in whatever arc of fire is appropriate for the situation.

Speed

There are five general categories of starship speed, from a complete stop to ramming speed. Changing your starship's speed (by accelerating or decelerating, for example) requires a Pilot check (see Maneuvers, below).

Stopped: The ship is motionless.

Docking Speed: The ship is moving very slowly. This is generally used during docking procedures.

Cruising Speed: The ship is traveling at a normal cruising speed.

Attack Speed: The ship is engaged in a dogfight. Only vessels of Large or lesser size can move at attack speed.

Ramming Speed: The ship is in a power dive or similar maneuver. Only vessels of Small or lesser size can move at ramming speed.

A starship's speed affects its Defense and any Pilot checks or attack rolls made by the starship's operators.

Speed	Defense	Checks
Stop	–4	+4*
Docking	–2	+2
Cruising	+0	+0
Attack	+2	–2
Ramming	+4	–4

**A stopped ship cannot make Pilot checks except to increase its speed.*

At the beginning of combat, most ships are assumed to be at cruising speed, though the particular scenario may modify this.

Initiative

The Gamemaster has two options for starship combat initiative. First, you can use individual initiative just as in normal combat, where each hero rolls separately. This is probably the best method if most or all of the heroes are on the same ship, but it can often result in a lot of delayed or readied actions as gunners wait for pilots to perform maneuvers.

An easier way is simply rolling initiative for each ship (or wing of fighters; see below) using the ship's size modifier as the initia-

RAMMING AND COLLISIONS

Like vehicle collisions (see Chapter 10: Vehicles), starship collisions depend on the speed and size of the ships involved. However, due to the abstract nature of starship combat, calculating collision damage is less precise.

Since starship velocities aren't expressed in numeric values, instead assign a numeric factor to each ship's speed based on its speed category at the time of the collision: stopped 0, docking 1, cruising 2, attack 4, and ramming 8. Determining the angle of collision—and thus the net speed of the two ships—requires a good bit of GM judgment. Ultimately, it's up to the GM to decide the angle of collision (head-on, rear-end, or otherwise), adding or subtracting speeds accordingly.

Once the net speed has been decided, consult Table 11–9: Starship Collision Damage to determine the base damage inflicted by the collision. Multiply this number by the size factor found on Table 11–10: Starship Collision Size Modifiers to find the total damage inflicted by each ship to the other.

Table 11–9: Starship Collision Damage

Net Speed	Base Damage
0	none
1	2d10×5
2–4	4d10×5
5–8	8d10×5
9–16	8d20×5

Table 11–10: Starship Collision Size Modifiers

Object Size	Multiplier
Colossal	× 16
Gargantuan	× 8
Huge	× 4
Large	× 2
Medium-size	× 1
Small	× 1/2
Tiny	× 1/4
Diminutive	× 1/8
Fine	× 1/16

tive modifier. This is particularly appropriate when most heroes are on separate ships. Have everyone on the same ship act more or less simultaneously. Pilots of starfighter-class ships may also add their personal initiative modifier to the roll.

Starship Combat Actions

As with character-to-character combat, you can take both a move action (more properly called a "maneuver") and an attack action in each round of starship combat. Instead of taking an attack action, you may take a second move action if you choose.

Just as in melee combat, you can "fight defensively" while piloting a starship (which grants a +2 dodge bonus to the ship's Defense and applies a –4 penalty on attack rolls), or select "all-out defense" (which grants a +4 dodge bonus to Defense, but does not allow you to attack). These modifiers last until your next action. If you have 6 or more ranks of Pilot and the appropriate feat (Starfighter Pilot or Capital Ship Pilot), the dodge bonuses increase to +3 for fighting defensively and +6 for all-out defense.

Maneuvering

A pilot may make one maneuver per round, or two if he chooses not to attack. (Of course, if the pilot and gunner are two different people, the ship could make two maneuvers and attack without difficulty.)

Rather than categorize starship maneuvers into turns, rolls, and loops, the *Star Wars Roleplaying Game* uses an abstract combat system that measures position and range relative to other vehicles in combat.

Table 11–11: Starship Piloting Maneuvers

Maneuver	Pilot DC
Turn	5
Reverse direction	15
Increase range	Opposed, faster +5
Decrease range	Opposed, faster +5
Change speed one category	5
two categories	15
three categories	30
Establish pursuit	Opposed, pursued +5
Break pursuit	Opposed, pursuer +5
Regain control	10
Avoid hazard	10+
Join/rejoin wing	12
Resist/escape tractor beam	10/20*
Ram target	Target's Defense

**See description for variations according to ship size.*

Turn: This maneuver turns your ship 90 degrees to the right (clockwise) or left (counter-clockwise). To simulate this effect, move all the ships on your template one fire arc in the opposite direction. Thus, if you turned left (counter-clockwise), you would move all the ships on your template one fire arc to the right (clockwise). If you are being pursued (with the establish pursuit maneuver), this will not break pursuit—the pursuing vessel remains on the "Pursuer" line of the template.

Reverse Direction: This maneuver turns your ship in the opposite of the direction you were facing. To simulate this, move all the ships on your template 2 arcs clockwise. If you are being pursued (with the establish pursuit maneuver), this will not break pursuit—the pursuing vessel remains on the "Pursuer" line of the template.

Increase Range: This maneuver increases the range category between the two ships by one, or by two if you're at ramming speed. (If the other pilot isn't attempting to stay close, the check automatically succeeds.) The faster-moving starship gains +5 to the Pilot check. If the check succeeds, the controller of each ship moves the other vessel to the next highest range ring (from short to medium, for example). If a starship at sensor range succeeds in this maneuver, it has broken off combat and escaped.

Decrease Range: This maneuver reduces the range category between the two ships by one, or by two if you're at ramming speed. (If the other pilot isn't attempting to keep his distance, the check automatically succeeds.) The faster-moving starship gains +5 to the Pilot check. If the check succeeds, the controller of each ship moves the other vessel to the next lowest range ring (from short to point

blank, for example). If the pilot is at short range and decreases range while moving at ramming speed, he may attempt the Ram Target maneuver as a free action.

Change Speed: This maneuver accelerates or decelerates the starship. A starship can't accelerate or decelerate more than three speed categories in a single maneuver.

Establish Pursuit: To establish position behind your target, you must match speeds with the target and then make an opposed Pilot check. The target gains a +5 bonus on his check if he is aware of your attempt. Once position has been established, the pursuer ignores all speed modifiers to the pursued ship's Defense. The controller of the *pursued* ship should move the token representing the pursuing ship onto the "Pursuer" line of the starship combat template, while the controller of the *pursuing* ship should move the token for the pursued ship onto the "Pursuing" line.

A starfighter or space transport must be at point blank range from his target to establish pursuit, while a capital ship can be no farther than short range from its target. In either case, the target must be in the front arc of the ship that is attempting to establish pursuit.

Break Pursuit: To shake a pursuer, make an opposed Pilot check. The pursuer gains a +5 bonus on his check. If the pursued ship wins, he breaks the pursuit; move both ships off the "Pursuer/Pursuing" line. If the pursuer and pursued are traveling at different speeds, add +5 to the pursued pilot's skill check for every category of difference between the two.

Regain Control: This maneuver is required when the pilot has lost control of the starship (see Failed Maneuvers, below). Note that any penalties that apply for the loss of control apply to this check.

Avoid Hazard: This represents a pilot's attempt to avoid a hazardous object or area in his path, such as an asteroid. The base DC 10 is used when the object's size is within one category of the starship's. For each additional size category of difference after the first, add +5 to the DC. (Of course, extremely large vehicles often won't bother to avoid very small obstacles, counting on their thick hull to prevent serious damage.)

Join/Rejoin Wing: This maneuver is required when the pilot wishes to join (or rejoin) a starfighter wing (detailed below). The pilot must be at point blank range from the wing to be joined and must match the wing's speed.

Resist/Escape Tractor Beam: The pilot of a vessel hit by a tractor beam can attempt to resist or escape the beam's hold by making a Pilot check. The base DC to resist is 10, while the DC to escape is 20. Add +4 to this DC for every category of size difference between the captured vessel and the vessel firing the tractor beam (or subtract 4 from the DC if the capturing vessel is smaller). If the pilot rolls high enough to resist the tractor beam, he maintains his current distance. If he rolls high enough to escape, his ship may act normally.

Ram Target: This maneuver can only be attempted at point blank range. Disregard the target's armor bonus to Defense when determining success.

Examples of Starship Maneuvers

A few examples of starship maneuvers follow.

Example of Increasing Speed and Decreasing Range: An X-wing fighter begins the round at cruising speed; it's at medium range from an Imperial light cruiser, also at cruising speed. The X-wing pilot wishes to accelerate to attack speed (DC 5) and close to short range (opposed Pilot checks, faster starship gains +5 bonus). Using the default crew statistics from the ship listings, we find that both vessels have Skilled crews (+4 bonus). The X-wing pilot gains a +2 bonus for ship size (for a total skill modifier of +6), while the light cruiser has a +1 size bonus (giving it a total skill modifier of +5).

Attempting the first maneuver, the pilot rolls a 7, plus 6 for her skill modifier, giving her a result of 13. That's well above the DC of 5 she needed, so she succeeds in accelerating to attack speed. Since the X-wing is now moving faster than the light cruiser, the pilot gains a +5 bonus on her attempt to close in on the cruiser. She rolls a 12 and adds +11 for a total of 23. (If the pilot of the cruiser didn't want to maintain range, this check would automatically succeed.) The pilot of the light cruiser rolls a 15 and adds +5 for a total of 20—a good result, but not high enough to beat the X-wing pilot. Thus, the starfighter closes to short range.

Example of Establishing Pursuit: Later in the combat, the X-wing has taken some damage and wants to flee. However, one of the TIE fighters accompanying the cruiser decides to establish pursuit. This is an opposed Pilot check, with the potential target gaining a +5 bonus. The pilot of the TIE fighter rolls a 19 and adds +6 (including all modifiers for attack speed, crew quality, and ship size) for a total of 25. The X-wing pilot rolls a 9 and adds +4 (normally +6, but −2 since he's at attack speed) for a 15—not nearly good enough to avoid the TIE fighter's maneuver. With his attack action, the TIE fighter pilot opens fire on the pursued X-wing. His normal attack bonus is +12, but he suffers a −2 penalty since he's at attack speed. However, he can ignore the X-wing's +4 Defense bonus for being at attack speed. He rolls a 12, adds his +10 bonus, and gets a result of 22: just enough to hit the X-wing. Rolling 5d10×2, the pilot determines that the attack deals 52 points of damage. The X-wing's shields are already depleted (due to its attack on the cruiser), but this damage isn't quite enough to destroy the starfighter.

Example of Ramming: The pilot of our damaged X-wing fighter from the previous examples decides that escape is impossible and chooses to heroically sacrifice herself so that her allies might escape. After reversing her direction so that the light cruiser is again in her front fire arc, the pilot increases speed from attack to ramming (DC 5, which she accomplishes easily) and attempts to close range. Since she's at ramming speed, this will close two range categories; however, since she's only at short range this means she can attempt the ram target maneuver as a free action (assuming she's successful in closing range). As before, this is an opposed skill check, and the starfighter pilot gains a +5 bonus as the pilot of the faster-moving ship.

The X-wing pilot rolls a 14 and adds +11 for a total of 25. The cruiser pilot rolls a 9 and adds +5 for a total of 14. The maneuver is successful, and the fighter pilot can immediately attempt to ram the cruiser as a free action. The cruiser's Defense is 21, so this is the DC of the Pilot check. The X-wing pilot rolls a 17 and adds her +6 skill

modifier for a total of 23, which is a success. The GM determines that the crash was head-on and adds the speeds of the two ships together (8+2) to get a total net speed of 10. Checking Table 11–9: Starship Collision Damage, the GM finds that the base damage inflicted by the ram is 8d20×5. This is multiplied by 1/4 for the starfighter and by 1/2 for the cruiser. The X-wing deals 2d20×5 damage to the cruiser, while the cruiser deals 4d20×5 to the fighter. Rolling the damage, we find that the X-wing inflicts 120 points of damage on the cruiser—significant, but not quite enough to destroy it—while the cruiser inflicts 210 points of damage on the X-wing. This is at least twice as much damage as the X-wing's remaining hull points can take, so the starfighter explodes—inflicting an additional 20d6 damage on the cruiser (see Damage, page 182). This is sufficient to reduce the cruiser to 0 hull points, so the pilot's sacrifice is not in vain.

Failed Maneuvers

In most cases, a failed Pilot check on a maneuver simply means the pilot has failed to perform the intended maneuver.

If, however, the Pilot check fails by 10 or more, the pilot may lose control of the starship. (You can't lose control due to a failed opposed check.) Make another Pilot check at the same DC as the original (failed) check. If the second check succeeds, the pilot maintains control of the vessel, but still fails to perform the desired maneuver.

If this second check fails, the pilot has lost control of his vessel. Compare the pilot's measure of failure (how much he missed the check by) to Table 11–12: Loss of Starship Control to determine the effect.

Table 11-12: Loss of Starship Control

Failed by...	Effect	Penalty
Up to 5	None	–2
6–10	Yaw	–5
11–15	Bump	–5
16–20	Spin	–10
21+	Crash	–10

None: The ship is only marginally out of control—skewing slightly to one side or spinning slightly, for instance. All operators of the ship (including pilots, gunners, and anyone else operating ship systems) suffer –2 penalties on checks relating to operating the ship until the pilot regains control.

Yaw: The ship turns at a 90-degree angle to its original position each round until the pilot regains control. In effect, this repositions all other vessels on its starship combat template. Roll 1d6: 1–3, move all ships one quadrant clockwise; 4–6, move all ships one quadrant counterclockwise. All operators of the ship suffer a –5 penalty until the pilot regains control.

Bump: The ship bumps a randomly determined target (starship or obstacle) within its point blank range ring. Treat this as if the ship had rammed the target, but damage is only one-fourth normal (round fractions down). The pilot must also immediately make a Pilot check (DC 20; remember to apply the –5 penalty from Table 11–12). If it fails, check Table 11–12: Loss of Starship Control again for an additional effect. (Treat a second bump result as a crash.) If there are no targets within the ship's point blank range ring, treat as a yaw.

Spin: The ship goes wildly out of control. Each round the ship is in a spin, roll 1d4 to determine its position: 1, front; 2, right; 3,backward; 4, left. (Reposition all other vessels on the spinning ship's combat template accordingly.) All operators of the spinning ship suffer a –10 penalty until the pilot regains control. In addition, anyone aboard the ship attempting any skill check unrelated to the operation of the ship suffers a –5 penalty.

Crash: The ship crashes into a randomly determined target (starship or obstacle) within its point blank range ring. Treat this as if the ship had rammed the target. The pilot must also immediately make a Pilot check (DC 20; be sure to apply the –10 penalty from Table 11–12). If it fails, check Table 11–12: Loss of Starship Control again for an additional effect. If there are no targets within the ship's point blank range ring, treat as a spin.

To regain control of a ship, the pilot must make a successful Regain Control maneuver (see above).

Attacking

Firing a starship weapon requires an attack action and uses the gunner's base ranged attack value (including Dexterity modifier). Note that unless you have the proper Starship Operation feat (starfighter, space transport, or capital ship), you suffer a –4 penalty to attacks with starship weapons.

If you are also the vessel's pilot, and you have 5 or more ranks of Pilot, you gain a +2 synergy bonus when firing starship weapons. A fire control computer grants a computer bonus on attack rolls (based on the computer's quality) with starship weapons enhanced by the computer.

Weapon Facing

All standard-mounted weapons point in one of four directions: forward, aft, right, or left. Some weapons are partially turret-mounted (giving them two adjacent arcs of fire) or fully turret-mounted (allowing them to fire in all four directions). A weapon's facing and arc of fire is listed in the ship's description.

> "This baby's got a **few surprises left in her, sweetheart.**" — Han Solo

Range

The following table shows the attack penalty when a ship of the listed size is firing at a target at the listed range. Note that most weapons are also listed in the ship's description with a maximum range, so it's possible that certain modifiers here might be inapplicable.

Table 11-13: Starship Range Penalties

Size	Pt Blank	Short	Med	Long	Sensor
Colossal	–6	–4	–2	+0	†
Gargantuan	–6	–4	–2	+0	†
Huge	–4	–2	+0	+0	†
Large	–2	+0	+0	–2	†
Medium-size	+0	+0	–2	–4	†
Small	+0	+0	–2	–4	†
Tiny	+0	–2	–4	–6	†
Diminutive/Fine	–2	–4	–6	–8	†

†Starships at sensor range can't fiire at one another.

Example: An X-wing (size Tiny) and a light cruiser (size Large) are engaged in combat at short range. The X-wing pilot suffers a –2 penalty to hit the light cruiser at this range, while the cruiser gunners attack at no penalty. Clearly, the X-wing pilot wants to close the distance to reduce or eliminate her penalty.

Point Blank Range

At point blank range, capital ships have difficulty bringing their weapons to bear on small targets. They can target no more than 25% of their weapons at any single Medium-size or Small starship and no more than 10% at any single Tiny, Diminutive, or Fine starship. Round fractional values down, to a minimum of one.

Precisely because of this limitation, most capital-class vessels have small weapons called "point defense" weapons designed to fire against starfighters at point blank range. These weapons fire as if they were part of a Medium-size starship (+0 modifier, no penalty to hit at point blank range), regardless of the actual size of the vessel. Point defense guns can't target a ship at greater than point blank range.

Example: An X-wing and a light cruiser attack each other at short range. At this range, both vehicles can bring all their weapons to bear (assuming the weapons are facing in the proper direction, and not including point defense guns). Once the X-wing closes to point blank range, the light cruiser can only target the X-wing with 25% of the weaponry that it has facing in the proper direction (as well as 25% of its point defense guns), while the X-wing could continue to fire with all its weapons.

Firing into A Dogfight: If your target is at point blank range from an ally (such as when engaged in a dogfight), you suffer –4 to attack rolls if you are at more than point blank range.

Weapon Batteries

Most capital ships have weapons grouped in batteries. These weapons are designed to fill an area of space with swathes of blaster fire. A battery is usually a group of up to five identical weapons that fire as one (using a single attack roll to determine success). When using battery fire, each additional weapon after the first in a battery adds +1 to the attack roll, to a maximum of +4 for a 5-weapon battery. If the attack succeeds, roll damage as if one of the weapons had hit.

Gargantuan and Colossal starships can't use battery fire at less than medium range, and Large and Medium-size starships can't use battery fire at less than short range.

Fire-Linked Weapons

Instead of weapon batteries, starfighter-class vessels (and vehicles) sometimes have fire-linked guns. These are groups of weapons that point and fire in the same direction. In effect this creates a single weapon (fired with a single attack roll) that inflicts greater damage than either weapon alone—useful for penetrating the hull of a ship with a high damage reduction rating. Each doubling of the number of fire-linked weapons (two, four, eight, etc.) adds 1 die of damage (before multiplication).

Thus, if two weapons that inflict 4d10×2 damage apiece were fire-linked, they would attack together and inflict 5d10×2 damage for the pair. If another pair of weapons were added to the link (bringing the total to four fire-linked weapons), the set would do 6d10×2 damage.

Only identical weapons can be fire-linked.

Fighter Wings

A wing is a group of starfighters that flies as a unit. To be part of a wing, the pilot gives up a certain amount of freedom of movement in exchange for being able to coordinate attacks (usually upon a single, larger target). Forming a wing requires each pilot to make a Pilot check (DC 10).

The wing is essentially treated as a single starship in many ways. The wing makes a single initiative roll (using the worst initiative modifier of all pilots in the wing). They must maintain the same speed as each other, and they must maintain the same relative range from all other targets. In return, each pilot gains a +2 assistance bonus on all Pilot checks made when attempting maneuvers of the entire wing (such as changing speed or range to a target).

If any starfighter in the wing fails to remain with his wing (for instance, if the pilot fails a Pilot check required to accelerate along with the rest of his wing, or he loses control of his starship), he is no longer considered part of the wing. A pilot can rejoin a starfighter wing with a Pilot check (DC 10; see Join/Rejoin Wing, page 178).

Pilots of starfighters in a wing still make separate Pilot checks and attacks, and they may target separate opponents. Starfighters in a wing may be targeted individually by opponents.

In general, starfighters in a wing are of identical or very similar types or sizes. However, exceptions to this guideline exist. Joining a wing of starfighters of substantially different type than your starship (for instance, of a different size category) adds +5 to the DC to join, and the assistance bonus for belonging to the wing is only +1.

Starship Missile Weapons

Missile weapons (such as proton torpedoes and concussion missiles) function differently in starship combat than beam weapons. For best use, the gunner firing a missile weapon must first establish a missile lock on his target. After it is fired, a missile must close the distance between itself and its target, which may take a number of rounds.

Establishing and Breaking Missile Lock

Establishing missile lock requires a targeting computer and costs the attacker a move action. To establish a lock, the attacker makes an attack roll against the target (ignore the target's armor bonus, but include modifiers for range, size,

and speed). If the targeting character has 5+ ranks in Computer Use, he gains a +2 synergy bonus on this roll. If the roll "hits," the attacker has established missile lock.

An established missile lock grants a +10 computer bonus on the next missile attack made by the gunner. Once missile lock has been established, it lasts until the gunner fires the missile weapon or until the targeted pilot breaks the lock.

If for some reason the gunner doesn't immediately fire after establishing missile lock, the targeted ship's pilot can use a move action to break the missile lock. This requires a Pilot check (DC 25). The normal check penalty for the vehicle's speed is reversed for this check; the faster the ship is moving, the easier it is to break missile lock. Success indicates that the targeted pilot has broken the missile lock.

Once the missile has been fired, the pilot of the target ship cannot attempt this maneuver.

Resolving the Attack

A missile acts on the same initiative number as when it was fired and automatically reduces the range between it and its target by one category each round after the first. If the missile and its target are at point blank range at any time, resolve the attack. If the attack is successful, roll damage. If it misses, it will continue to pursue the target (for a maximum of 3 rounds after it is fired).

Assuming the missile isn't fired from point blank range (in which case the attack resolves immediately), the pilot of the targeted vessel may attempt to avoid being hit by the missile. There are three methods of accomplishing this.

First, she can keep the missile at a distance by repeatedly increasing the range between her ship and the missile. This works identically to the normal Increase Range maneuver.

All missiles have a guidance system that grants them an effective Pilot skill rating; in addition, all missiles are considered to move at ramming speed (for purposes of the opposed skill check required for the increase range maneuver). Most guided missiles only track their targets for 3 rounds; if the pilot remains at greater than point blank range for this duration, the missile drifts harmlessly away.

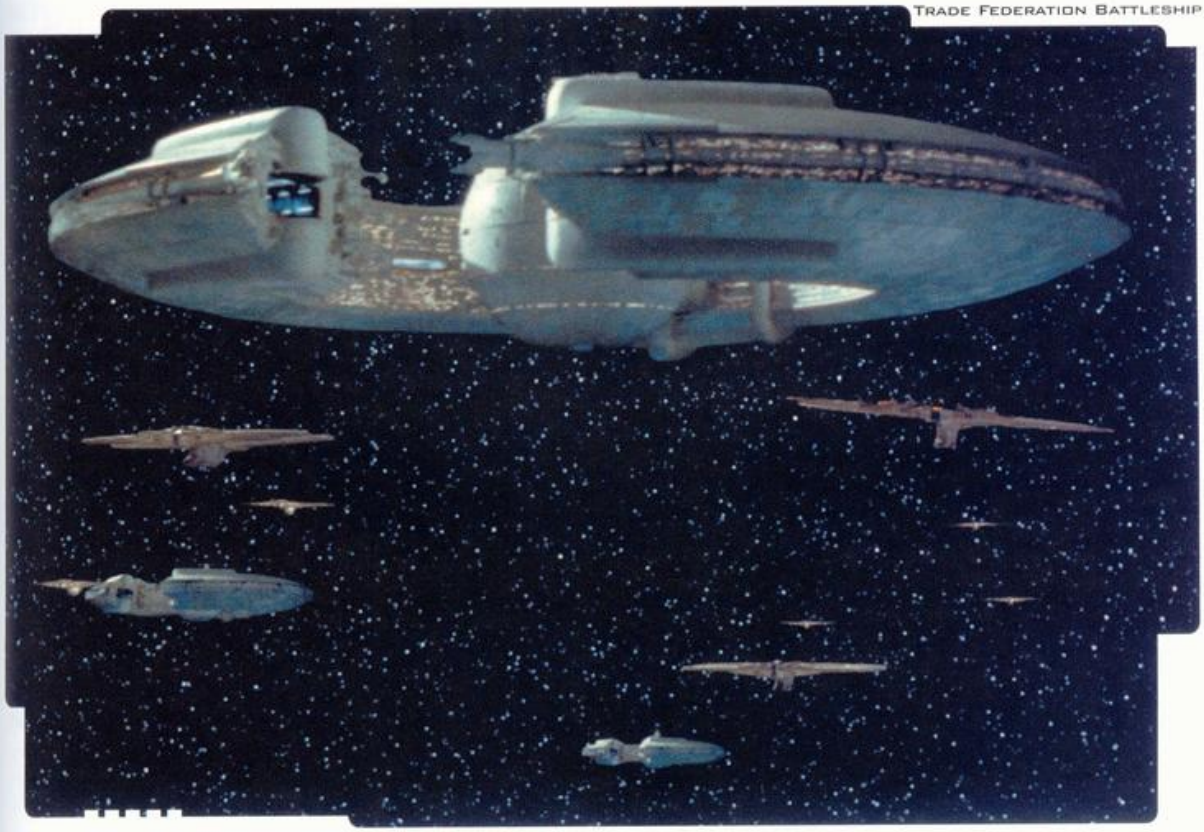
Table 11-14: Missile Guidance Systems

Missile Guidance System Quality	Pilot Skill Rating*
Marginal	+5
Ordinary	+10
Good	+15
Amazing	+20

**Includes modifiers for sped and size.*

Second, the pilot (or an ally) can attempt to destroy the missile before it reaches its target. A typical missile has a Defense of 22 (base 10, size Fine, ramming speed), 30 hull points, and no shield points or damage reduction.

The third and most dangerous method is to "distract" the missile by giving it another target. To accomplish this, a pilot must begin her action at point blank range from the potential new target while the missile is at short range from the pilot's vessel and the new target. She must then ready an action (specifically, an Increase Range maneuver against the missile) which will be triggered by the missile coming within point blank range of her ship. Assuming this maneuver is successful, the missile must then succeed in an opposed Pilot check against the pilot of the evading vessel or it will target the new vessel.



TRADE FEDERATION BATTLESHIP

Unguided Missiles

An unguided missile, or a guided missile that is fired without establishing a missile lock, can only hit its target if it is within a certain range, as indicated on Table 11–15: Unguided Missile Range. If the range between the firing ship and the target ship is greater than the listed range, the missile has no chance of striking its target.

Table 11-15: Unguided Missile Range

Target Size	Maximum Range*
up to Medium-size	Point blank
Large to Colossal	Short
Planetary	Medium

**If the object is immobile, add one category to the maximum range listed.*

Damage

All starships have hull points, which are roughly equivalent to a character's wound points. Some ships also have shield points, which must be exhausted before any damage can be inflicted to the starship's hull points.

Most ships also have a damage reduction (DR) rating. Whenever damage would be inflicted to a ship's hull points, subtract the ship's DR from the damage inflicted. This reflects the fact that even the best blaster pistol shot simply can't inflict damage to the hull of a star destroyer.

A starship reduced to 0 hull points is destroyed. If a starship is dealt twice as much damage in a single attack as it has remaining hull points, it explodes, dealing 20d6 damage to everyone within the ship (Reflex half DC 20). If anyone in the exploding ship actually makes it through this firestorm, the GM should check Airless Environments, page 217, for details on surviving in space. If a starship explodes when ramming or colliding with another vessel, the other ship suffers the same damage.

Repairing Damage

Damage to a starship's shield points automatically disappears at a rate of 1 point per ship's size category per minute. Lost hull points must be repaired manually (usually by droids).

A full hour of work is required to repair lost hull points. The result of the Repair check equals the number of hull points repaired.

A starship reduced to 0 hull points cannot be repaired.

Miscellaneous Weapon Notes

Ion Cannon: This weapon doesn't deal damage. Instead, it deals a cumulative –2 penalty on all checks made to operate the ship (including piloting, firing weapons, etc.) for 2 rounds. If a ship's total ionization penalty reaches –10, the ship is disabled for 2 rounds; it can make no maneuvers or attack actions. (After 2 rounds, Repair checks can be attempted, DC 15, as full-round actions, to reduce the penalty by +2 for each successful check.)

A ship's ion cannon can affect all vessels of one size category larger than the attacking ship and smaller. For example, the light ion cannon on a Y-wing (Tiny) can effect other ships of Small size or smaller. It has no effect on Medium-sized or larger ships.

Tractor Beam: This weapon doesn't deal damage. Instead, it traps a target in place or pulls it closer. A trapped ship can resist or escape with a successful Pilot check (see page 178). If being pulled, a trapped ship moves one range category closer to the capturing vessel each round it fails to resist or escape.

A ship's tractor beam can affect all vessels of one size category larger than itself and smaller. For example, a Nebulon-B Escort Frigate (Huge) can use a tractor beam on ships that are of size categories Gargantuan and smaller.

Engine Wash: The energy radiating from a starship's engine deals damage to ships that are of smaller size categories within the engines' fire arc (usually aft) and within point-blank range. The damage equals 1d8+2 for each size category difference. For example, an X-wing (Tiny) that enters the engine wash of a Star Destroyer (Colossal) is dealt 6d8+12 points of damage.

Starship Descriptions

This chapter contains descriptions of a variety of starships, from starfighters to capital ships. This is by no means intended as an exhaustive survey, but instead is a sample of the types of vessels in the *Star Wars* universe. If you want to create new ships, use the existing descriptions as a base and extrapolate from there.

Starfighters

Starfighters are the ships of choice for hotshot pilots. Equipped with strong, light engines and quick, responsive controls, they can zip in and out of tight spots before most heavier craft can react. Their weaponry is light, and their armor and shields are often the bare minimum, but a good pilot can do as much damage in a starfighter as a capital ship. Starfighters are so much more maneuverable than larger ships that the only real challenge to an experienced starfighter ace is *another* starfighter ace.

X-Wing Fighter

Often hailed as the best starfighter ever made, the T-65 has impressive firepower, sturdy shields, and even a hyperdrive. The Rebel Alliance made good use of the X-wing during the Galactic Civil War. The X-wing is as agile as an Imperial TIE fighter and far more versatile. It comes equipped with a topside astromech bay, letting the pilot plug in an R2 droid to handle targeting, damage control, and hyperspace calculation.

Craft: Incom T-65B X-wing; **Class:** Starfighter; Cost: 150,000 (new), 90,000 (used); **Size:** Tiny (12.5 m long); **Crew:** 1 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 110 kg; **Consumables:** 1 week; **Hyperdrive:** ×1; **Maximum Speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; **DR:** 5.

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+2 size, +4 crew, +6 fire control); **Damage:** 6d10 ×2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Two proton torpedo launchers (3 torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Y-Wing Fighter

The workhorse of the Rebel Alliance, the Koensayr Y-wing is not quite a fighter, and not quite a bomber, but performs adequately as both. Though hyperdrive-capable, the Y-wing is not as popular as other snub fighters, being neither as fast or as maneuverable. Its impressive array of shields and weaponry more than make up for its performance flaws, although Rebel mechanics complain about the amount of maintenance Y-wings require. Like the X-wing, the Y-wing provides a topside port to allow an astromech droid to plug in and handle most of the in-flight "dirty work."

Craft: Koensayr BTL-S3 Y-wing; **Class:** Starfighter; **Cost:** 135,000 (new), 65,000 (used); **Size:** Tiny (16 m long); **Crew:** 1 or 2 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 110 kg; **Consumables:** 1 week; **Hyperdrive:** x1; **Maximum Speed:** Attack; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 50; **Hull Points:** 120; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Two proton torpedo launchers (8 torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Light ion cannons (2 fire-linked); **Fire Arc:** Turret-mounted [front]; **Attack Bonus:** +12 (+2 size, +4 crew, +6 fire control*); **Damage:** Special; **Range Modifiers:** PB +0, S –2, M/L n/a.

**These guns may be fiixed to forward-iring to be operated by the pilot. This reduces the fiire control from +6 to +2.*

TIE Fighter

Cheap and efficient, TIE fighters are not so much feared for their capabilities as their numbers. Mass-produced by Sienar Fleet Systems for the Empire, TIE fighters cost only a fraction of what a comparable fighter costs, and so appear in overwhelming numbers. The general idea is that it is more cost-efficient to lose several inexpensive fighters taking down one top-notch ship than it is to replace one really costly fighter. Keeping the price down means that TIE fighters have no shields, hyperdrives, or life support—not even cockpit gravity. They cannot even land without special supports. The Imperial Navy believes that this teaches pilots to rely on higher authorities. In reality, it just teaches them to hope that they live long enough to be promoted to a more advanced TIE variant.

Craft: Sienar Fleet Systems TIE/ln; **Class:** Starfighter; **Cost:** 60,000 (new), 25,000 (used); **Size:** Diminutive (6.3 m long); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 65 kg; **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Defense:** 24 (+4 size, +10 armor); **Shield Points:** None; **Hull Points:** 60; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+4 size, +4 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB –2, S –4, M/L n/a.

TERMINOLOGY

The starship descriptions in this chapter use the following terminology:

Craft: The starship's manufacturer, name, and model number
Class: The starship's general category (Starfighter, Transport, or Capital)
Cost: The starship's price in credits. If two prices are listed, the second is for a used version of the starship. If only one price is listed, the ship is not generally available used.
Size: The ship's size category (and size in meters)
Crew: The quality of the crew and the modifier to appropriate skill checks (see the Crew Quality sidebar in this chapter). In parentheses, the number of crewmembers typically required to operate the ship.
Passengers: The number of passengers and/or troops that the ship can carry (in addition to the crew listing).
Cargo Capacity: The amount of cargo the ship can carry.
Consumables: How long the ship can operate before it must replenish its supplies of food, water, and air.
Hyperdrive: A multiplier applied to all hyperspace travel times (see Calculating Travel Times). The multiplier applied when the ship uses its backup hyperdrive system is listed in parentheses.
Maximum Speed: The ship's maximum speed in combat (see Speed in this chapter).
Defense: The ship's Defense. This includes the ship's size modifier and armor bonus.
Shield Points: The ship's maximum shield points.
Hull Points: The ship's maximum hull points.
DR: Damage reduction. Subtract this number from any damage inflicted to the ship's hull points. If this reduces the damage to 0 or less, no damage is inflicted by the attack.
Weapon: The name of the weapon. (Its quantity and special characteristics are listed in parentheses).
Fire Arc: The arc or arcs of fire in which the weapon can fire.
Attack Bonus: The total bonus on attacks with the listed weapon, which is derived from the ship's size, the crew's capability, the quality of the ship's fire control computer, and a bonus for battery fire when applicable.
Damage: The damage inflicted by the weapon.
Range Modifiers: Modifiers to the attack roll by range. If "n/a" is listed, the weapon cannot hit a target at that range.

Z-95 Headhunter

The forerunner of the X-wing, the Z-95 is an atmospheric craft frequently modified for space travel. It is strictly slower and less maneuverable than X-wings or TIE fighters, but still packs a punch. While they were the state of the art in the days of the Old Republic, they are usually only found flying in planetary defense squadrons on backwater worlds during the Rebellion era.

Craft: Incom/Subpro Z-95 Headhunter; **Class:** Starfighter; **Cost:** 80,000 (new), 45,000 (used); **Size:** Tiny (11.8 m long); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 85 kg; **Consumables:** 1 day; **Hyperdrive:**

None; **Maximum Speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; **DR:** 10.

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +4 crew, +2 fire control); **Damage:** 3d10×2; **Range Modifiers:** PB +0, S –2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +4 crew, +2 fire control); **Damage:** 7d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Trade Federation Droid Starfighter

"Crewed" only by a droid brain—which is in turn controlled from a Central Control Computer—the droid starfighter is a completely mechanized vessel and thus an amazingly effective one. Armed with blaster cannons and torpedo launchers, droid starfighters are fast and agile, lacking only shields to make them superior space fighters. Unlike conventional fighters, however, they are able to reconfigure themselves into "walk mode," allowing them to patrol on the ground as well as they do in space. Although able to launch from walk mode into flight or attack mode easily, they are stored in overhead racks and connected to their control ship's power grid when not in use. Hanging there, occasionally flexing their wings and turning their "heads" to test their systems, they bear an unsettling resemblance to a colony of winged beasts.

Craft: Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. I; **Class:** Starfighter; **Cost:** 19,000 (new), 5,000 (used); **Size:** Fine (3.5 m long); **Crew:** Skilled +4 (n/a); **Passengers:** None; **Cargo Capacity:** None; **Consumables:** None; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Defense:** 28 (+8 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; **DR:** 5.

DROID STARFIGHTER

Weapon: Blaster cannons (2 fire-linked pairs); **Fire Arc:** Front; **Attack Bonus:** +12 (+8 size, +4 crew); **Damage:** 5d10×2; **Range Modifiers:** PB –2; S –4; M/L n/a.

Weapon: Two energy torpedo launchers (4 torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +12 (+8 size, +4 crew); **Damage:** 9d10×2; **Range Modifiers:** PB –2; S/M/L n/a.

Naboo N-1 Starfighter

On a world devoted to peace, the Naboo N-1 starfighter is an incongruous, though elegant, sight. It's sleek, agile, armed with a pair of blaster cannons and a double rack of proton torpedoes, and equipped with hyperdrive. The Space Fighter Corps takes great pride in the N-1, even though their duties primarily consist of putting on air shows and occasionally escorting the Queen's Royal Starship. The distinctive "tail" on the N-1 serves both as a power plug for recharging and an antenna for receiving battle data from the palace battle computer. The fighter also includes an underside port for an astromech droid, which provides targeting and astrogation information when the ship is out of the Naboo system.

Craft: Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter; **Class:** Starfighter; **Cost:** Not available for sale; **Size:** Tiny (11 m long); **Crew:** Normal +2 (1 pilot/gunner; 1 astromech droid); **Passengers:** None; **Cargo Capacity:** 65 kg; **Consumables:** 1 week; **Hyperdrive:** ×1; **Maximum Speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 60; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0; S –2; M/L n/a.

Weapon: Proton torpedo magazine (10 torpedoes); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 10d10×2; **Range Modifiers:** PB +0; S/M/L n/a.

Yuuzhan Vong Coralskipper

The invaders thought to be from beyond the edge of the galaxy, the Yuuzhan Vong, utilize a form of biological technology. Their fighter craft, designated coralskippers, filled the same niche as X-wings in the New Republic Fleet. Grown from yorik coral and looking like small asteroids, the coral fighter fires a storm of fiery projectiles from volcano-like guns. The pilots and their war coordinators rely less on evasive tactics than on the capabilities of the coral fighter's dovin basal—a living creature capable of distorting gravity around the fighter to block incoming attacks.

Craft: Yorik Coral Fighter (coralskipper); **Class:** Starfighter; **Cost:** Not available for sale; **Size:** Tiny (13 m long; **Crew:** 1 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** Unknown; **Consumables:** Unknown; **Hyperdrive:** Unknown; **Maximum Speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points (Dovin Basal):** 50; **Hull Points:** 100; **DR:** 10.

Weapon: Volcano cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+2 size, +4 crew, +8 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +0; S/M/L n/a.

Space Transports

Fighters may be the favorite of the hotshot ace, but they can't haul cargo. A dizzying variety of commerical transports ply the space lanes of the galaxy, carrying goods and passengers from system to system and world to world for a reasonable price. Most are controlled by independent operators or corporate interests, though governments need and employ their fair share of transports, sometimes for peaceful purposes . . . and far too often not. Space transports are nearly always armed, shielded, and hyperdrive-capable, allowing merchants to survive pirate attacks—and smugglers to avoid authorities—while traveling from place to place.

YT-1300 Transport

Perhaps the most adaptable light cargo transport in the galaxy, the YT-1300 design is at the core of nearly every independent trader's ship. It's built on a modular design in order to suit the needs of a wide variety of clients, many of whom aren't Human, let alone bipedal. The YT-1300 is an excellent all-purpose cargo transport, with powerful engines and a sturdy hull. The Corellian Engineering Corporation was quick to realize that it had a winner on its hands, and made almost as many credits selling conversion kits as they did selling the transports themselves. The most popular modification is an enhanced hyperdrive package (which replaces the ×2 hyperdrive modifier with a ×1).

Craft: Corellian Engineering Corporation YT-1300 Transport; **Class:** Transport; **Cost:** 100,000 (new), 25,000 (used); **Size:** Small (26.7 m long); **Crew:** 1 to 2 (Normal +2); **Passengers:** 6; **Cargo Capacity:** 100 metric tons; **Consumables:** 2 months; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Attack; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** None; **Hull Points:** 120; **DR:** 10.

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Millennium Falcon

The light freighter by which all light freighters are judged, the *Millennium Falcon* is "the fastest ship in the galaxy," at least according to its captain and current owner, the Corellian smuggler Han Solo. Heavily modified by a string of smuggler captains, the *Falcon* boasts powerful sublight and hyperdrive engines, armor plating, enhanced deflector shields, laser turrets, long-range sensor arrays, and a hidden cargo compartment beneath the deck plates. Although the *Falcon* is ready for anything, she's extremely high-maintenance. Solo and Chewie spend as much time repairing her as they do flying her. Han leaves the dozens of blast marks, scratches, and micrometeorite pockmarks alone, though, saying they give the *Falcon* character. (Chewie believes it's because Han would rather spend money on a fast ship than a pretty one.) Accommodations are sparse, and the cargo holds are perhaps not as large as some, but for a smuggler, it's not how much you haul, or how comfortably, but how quickly and how much you get paid.

MILLENNIUM FALCON

> "You came in that thing? You're braver than I thought."
>
> — PRINCESS LEIA ORGANA

Craft: Modified Corellian Engineering Corporation YT-1300 Transport; **Class:** Transport; **Cost:** Not available for sale; **Size:** Small (26.7 m long); **Crew:** Unique (2 pilots plus 2 gunners); **Passengers:** 6; **Cargo Capacity:** 100 metric tons; **Consumables:** 2 months; **Hyperdrive:** ×1/2 (backup ×10); **Maximum Speed:** Attack; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 90; **Hull Points:** 180; **DR:** 10.

Weapon: Quad laser cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +6 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +0, S +0; M/L n/a.

Weapon: Concussion missile tubes (2 fire-linked; 4 missiles each); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +6 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB +0; S/M/L n/a.

Weapon: Blaster cannon (retractable); **Fire Arc:** Turret; **Attack Bonus:** +9 (+1 size, +8 fire control); **Damage:** 4d8; **Range Modifiers:** PB/S/M/L n/a; **Range Increment:** 50 m.

Imperial Customs Guardian Light Cruiser

When it is too costly to send a larger ship to patrol a system, the Empire sends a handful of *Guardian*-class light cruisers. While not particularly well armed or well shielded,

they are usually a match for most system traffic, acting as a deterrent for the not-so-serious criminal. When faced with faster or more powerful ships intent on breaking the law, *Guardian*-class cruisers generally give a token effort before calling for more capable ships to assist. Some are specifically sent out to wait for Rebel ships or smugglers to come out of hyperspace.

Craft: Sienar Fleet Systems *Guardian*-class Light Cruiser; **Class:** Space Transport; **Cost:** Not available for sale; **Size:** Small (42 m long); **Crew:** 2; 8; 16 (Skilled +4); **Passengers:** 6 (prisoners in brig); **Cargo Capacity:** 200 metric tons; **Consumables:** 3 months; **Hyperdrive:** ×1 (backup ×10); **Maximum Speed:** Ramming; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 150; **DR:** 10.

Weapon: Laser cannons (4); **Fire Arc:** 2 front, 2 turret; **Attack Bonus:** +10 (+1 size, +4 crew, +5 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Capital Ships

Capital ships are the backbone of any starfaring navy, bringing massive firepower and sheer intimidation value to bear when smaller ships are outclassed. Though far slower and less maneuverable than most transports—and a quantum leap behind starfighters—capital ships more than compensate with their weaponry, armor, and powerful shields. The largest carry hangars full of snub fighters to supplement their own impressive banks of blasters and ion cannons, gravity-well projectors to stop fleeing opponents from entering hyperspace, or thousands upon thousands of ground troops and their support vehicles. Even the smallest is often more than a match for a wing of starfighters. Capital ship commanders take great pride in knowing that they can make a difference just by bringing their guns to bear, let alone firing them.

Imperial Star Destroyer

For several decades, the *Imperial*-class Star Destroyer is *the* final word in capital ships. Fast, tough, and armed to the teeth, its mere presence can inspire Rebels to reconsider surrender, or reduce a fleet of lesser ships to so much floating debris. Frequently loaded with TIE fighters, TIE bombers, and TIE interceptors, Star Destroyers also support a flight of shuttles and landing barges, thousands of ground troops, support vehicles, and a top-notch command crew to coordinate them all.

Craft: Kuat Drive Yards *Imperial I* Star Destroyer; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (1,600 m long); **Crew:** minimum 5,000, maximum 37,085 (Normal +2); **Passengers:** 9,700 (troops); **Cargo Capacity:** 36,000 metric tons; **Consumables:** 6 years; **Hyperdrive:** ×2 (backup ×8); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 300; **Hull Points:** 700; **DR:** 30.

Weapon: Turbolasers (60); **Fire Arc:** 4 batteries front, 4 batteries left, 4 batteries right; **Attack Bonus:** +6 (–8 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 5d10×5; **Range Modifiers:** PB –6, S –4, M –2, L +0.

Weapon: Ion cannons (60); **Fire Arc:** 4 batteries front, 3 batteries left, 3 batteries right, 2 batteries rear; **Attack Bonus:** +3 (–8 size, +2 crew, +5 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M –2, L n/a.

Weapon: Tractor beam projectors (10); **Fire Arc:** 6 front, 2 left, 2 right; **Attack Bonus:** +2 (–8 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M/L n/a.

Mon Calamari Star Cruiser

Built originally as works of art by the peaceful Mon Calamari, the MC80s were fitted with sensor equipment and weapons batteries when the Mon Calamari joined the Rebel Alliance. The modifications were a sure sign of their dedication to the Rebel cause, since many Mon Calamari could hardly bear seeing the beautiful smooth hulls of their ships marred in such a fashion. But their addition to the meager Rebel fleet finally put the Rebellion on a more or less equal footing with the Imperial Navy, giving them ships that could pose a threat to the Empire's Star Destroyers. Equipped with hangar bays hosting three dozen starfighters, and living space for over a thousand Rebel troops, the ships are still crewed by Mon Calamari, since the control surfaces and instrumentation panels are all adapted for their unique physiology.

Craft: Mon Calamari MC80 Star Cruiser; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (1,200 meters long); **Crew:** Minimum 1,230, maximum 5,402 (Normal +2); **Passengers:** 1,200 (troops); **Cargo Capacity:** 20,000 metric tons; **Consumables:** 2 years; **Hyperdrive:** ×1 (backup ×9); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 300*; **Hull Points:** 600; **DR:** 30.

Weapon: Turbolasers (48); **Fire Arc:** 3 batteries front, 3 batteries left, 3 batteries right, 3 batteries rear; **Attack Bonus:** +1 (–8 size, +2 crew, +4 fire control, +3 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB –6, S –4, M –2, L +0.

Weapon: Ion cannons (20); **Fire Arc:** 2 batteries front, 1 battery left, 1 battery right, 1 battery rear; **Attack Bonus:** +3 (–8 size, +2 crew, +6 fire control, +3 battery fire); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M –2, L n/a.

Weapon: Tractor beam projectors (6); **Fire Arc:** 4 front, 1 left, 1 right; **Attack Bonus:** –1 (–8 size, +2 crew, +5 fire control); **Damage:** Special; **Range Modifiers:** PB –6, S –4, M/L n/a.

**Back-up shield generators restore shield points at double the normal rate per minute.*

Nebulon-B Escort Frigate

Although Star Destroyers have the right firepower and fighter complement to handle just about any threat the Rebel Alliance can throw at the Empire, they suffer from a major drawback: cost. The Empire's answer was the *Nebulon-B* escort frigate, packs nearly as much firepower, and backs that firepower up with two TIE fighter squadrons. Though slow and clumsy, the *Nebulon-B* delivers significant power in a compact package, forcing Rebel star-

fighter pilots to rethink their hit-and-run strategies when attacking supply convoys. Being smaller and somewhat more vulnerable than Star Destroyers, a few frigates have changed hands and now serve the Rebellion.

Craft: Kuat Drive Yards' Nebulon-B Frigate; **Class:** Capital; **Cost:** Not available for sale; **Size:** Huge (300 m long); **Crew:** Minimum 307, maximum 920 (normal +2); **Passengers:** 75 (troops); **Cargo Capacity:** 6,000 metric tons; **Consumables:** 2 years; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Cruising; **Defense:** 18 (–2 size, +10 armor); **Shield Points:** 200; **Hull Points:** 360; **DR:** 20.

Weapon: Turbolasers (12); **Fire Arc:** 2 batteries front, 1 left, 1 right; **Attack Bonus:** +9 (–2 size, +2 crew, +6 fire control, +3 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB –4, S –2, M/L +0.

Weapon: Laser cannons (12); **Fire Arc:** 6 front, 2 left, 2 right, 2 back; **Attack Bonus:** +4 (–2 size, +2 crew, +4 fire control); **Damage:** 2d10×2; **Range Modifiers:** PB –4, S –2, M/L n/a.

Weapon: Tractor beam projectors (2); **Fire Arc:** Front; **Attack Bonus:** +4 (–2 size, +2 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB –4, S –2, M/L n/a.

Corellian Corvette

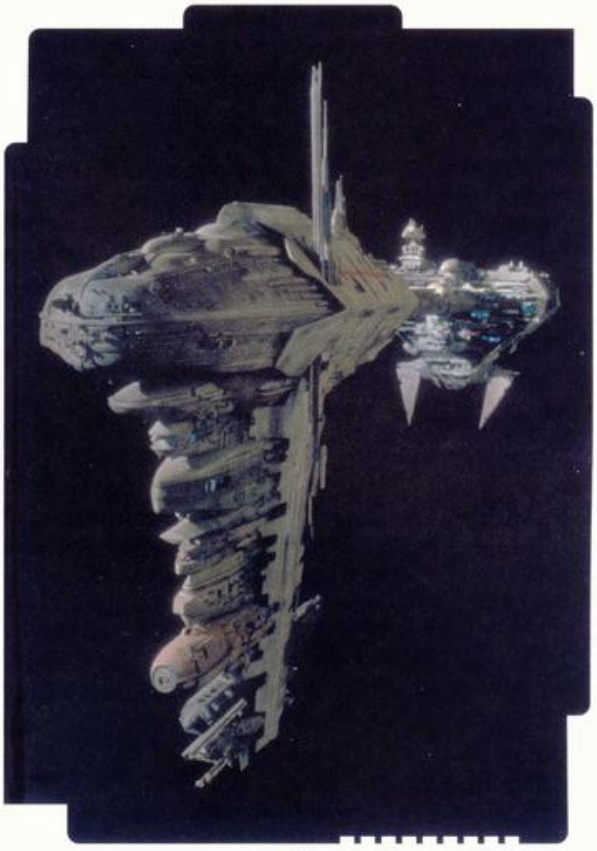
The Corellian corvette is the logical step up from the YT-1300 transport—a larger configurable space vessel for larger jobs. The corvette can serve as a cargo transport, a passenger liner, a troop ship, or an escort, and the refitting time to convert from one to the other is minimal. As many corvettes find their way into civilian use as they do military duty, and a significant number fall into the hands of pirates, who opt for a configuration somewhere between "military" and "cargo"—that is, big engines with lots of weapons and enough storage space to make it worthwhile. As the Empire closes its grip on the galaxy, the Corellian corvette is rapidly becoming the capital ship of choice for worlds sympathetic to the Rebellion.

Craft: Corellian Engineering Corporation Corvette; **Class:** Capital; **Cost:** 3.5 million (new), 1.5 million (used); **Size:** Large (150 m long); **Crew:** 30 to 165 (Normal +2); **Passengers:** Up to 600; **Cargo Capacity:** 3,000 metric tons, 1,200 cubic meters; **Consumables:** 1 year; **Hyperdrive:** ×2; **Maximum Speed:** Attack; **Defense:** 19 (–1 size, +10 armor); **Shield Points:** 200; **Hull Points:** 400; **DR:** 20.

Weapon: Double turbolaser cannons (6); **Fire Arc:** 3 front, 1 left, 1 right, 1 back; **Attack Bonus:** +7 (–1 size, +2 crew, +6 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB –2, S/M +0, L –2.

Trade Federation Battleship

Few systems in the galaxy have never seen one of the Trade Federation's ponderous, ring-shaped cargo freighters. Fewer still realize that the Trade Federation has been gradually converting them into battleships. Although they have always sported defense turrets, these ships have begun to increase both the number and firepower of their gun emplacements, steadily filling their holds with C-9979



Nebulon-B Escort Frigate

landing ships and droid starfighters instead of trade goods. While these massive ships have a few significant vulnerabilities—poor coverage on their gun emplacements and some vital systems lying exposed here and there—they can usually scramble more than a sufficient number of fighters to handle threats. Only about one in twenty of these cargo freighters have been converted into battleships capable of remotely operating the Trade Federation's massive battle droid armies. The rest are war freighters, carrying the troops, but lacking the computer or antenna array to control them. This is as much a cost-saving measure as it is a security precaution. The Trade Federation suffers from as many ambitious bureaucrats and ship commanders as any other space-faring power.

Craft: Modified Hoersch-Kessel Drive Inc., LH-3210; **Class:** Capital; **Cost:** Not available for sale; **Size:** Colossal (3,170 m diameter); **Crew:** Skilled +4 (150 droids, 25 Neimoidian command staff); **Passengers:** 50 landing ships, 550 MTTs, 1,500 troop carriers, 1,500 droid starfighters, 6,250 ATTs, 139,000 battle droids; **Cargo Capacity:** 5 million metric tons; **Consumables:** 500 days; **Hyperdrive:** ×2 (backup ×10); **Maximum Speed:** Cruising; **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 300; **Hull Points:** 600; **DR:** 30.

Weapon: Quadlasers (42); **Fire Arc:** 2 batteries front, 2 batteries rear, 1 battery right, 1 battery left); **Attack Bonus:** +3 (–8 size, +4 crew, +4 fire control, +3 battery fire); **Damage:** 6d10×5; **Range Modifiers:** PB –6; S –4; M –2; L +0.

CHAPTER TWELVE

GAMEMASTERING STAR WARS

Gamemastering involves writing, planning, acting, refereeing, arbitrating, and facilitating. When you're the Gamemaster, you're the focus of the game. If the game's fun, it will be to your credit. If it's a failure, you'll get the blame. But don't worry—running a *Star Wars* game is not as hard as it may seem at first. (But don't tell the players that!)

Listed below are the different duties of the GM. You'll like some more than others. Like in any hobby, focus on what you enjoy the most, but remember that the other duties are also important.

Providing Adventures

Your primary role in the game is creating and presenting adventures in which the other players can play their heroes. To accomplish this, you need to spend some amount of time outside the game preparing your stories. This is true whether you create your own adventures or use prepared adventures you've purchased.

Creating adventures takes a great deal of time. Many GMs find that they spend more time getting ready for the game than they do actually playing at the table. These same GMs usually find this creation time the most fun and rewarding part of being a Gamemaster. Creating interesting characters, settings, plots, and challenges to present to your friends can be a great creative outlet.

Creating good adventures is so important that it receives its own section in this chapter. See How to Build an Adventure, starting on page 200.

Teaching the Game

Sometimes, but not always, it's going to be your responsibility to teach newcomers how to play the game. This isn't a burden; it's a wonderful opportunity. Teaching other people how to play provides you with new players and allows you to set them on the path to becoming top-notch roleplayers. It's easier to learn to play with someone who already knows the game. Players who are taught by a good teacher in a fun game are more likely to join in the hobby for the long haul. Use this opportunity to encourage new players to become the sort of gamers you want to play games with.

Here are a few pointers on teaching the game:

- **You need to know the hero creation rules so that you can help new players build characters.** Have them each tell you what sort of hero they want to play. Then show them how they can create that hero with the *Star Wars* rules. If they don't know what to play, show them the hero types, briefly describe each, and let them choose the one that appeals to them the most.
- **Don't worry about teaching all the rules ahead of time.** All the players need to know are the basics that apply to understanding their heroes (how the Force works, what Defense means, how to use skills, etc.), and they can pick up most of this as the game progresses.

- **You need to know how to play the game.** As long as you know the rules, the game can move along, and the players can simply focus on their characters and how they react to what happens to them in the game. Have players tell you what they want their characters to do and translate that into game terms for them. Teach them how the rules work when they need to learn them, on a case-by-case basis. For example, if a player wants her Jedi guardian to use the Force, the player tells you what the hero attempts and you tell her what die to roll, which modifiers to add, and what happens as a result. After a few times, the player will know what to do without asking.

Providing the Universe

The Gamemaster is the creator of his or her own campaign universe. Even though you'll be basing your adventures in the *Star Wars* universe, it's still your campaign.

The setting is more than just a backdrop for adventures. The setting is everything in the fictional universe except for the heroes and the adventure plot. A well-designed and well-run universe seems to go on around the heroes, so that they feel a part of something, instead of apart from it. Though powerful and important, the heroes should seem to be residents of a universe that is ultimately larger than they are.

> "No more adventures..."
>
> — C-3PO

Consistency is often the key to providing a universe. When the heroes go back to Mos Eisley for supplies, they should encounter some of the same characters they met before. Soon, they'll learn the cantina owner's name—and she'll remember them as well. Once you have achieved this level of consistency, however, provide an occasional change. If the heroes come back to have their starfighter repaired again, have them discover that the man who ran the starport went back home to Corellia, and his nephew now runs the family business. That sort of change—one that has nothing to do with the heroes directly, but which they'll notice—makes the players feel as though they're adventuring in a living universe as real as themselves. It's not just a flat backdrop that exists only for them to battle stormtroopers, Dark Jedi, or this week's villain.

Determining the Style of Play

The GM provides the adventure and the universe. The players and the GM work together to create the game as a whole. However, it's your responsibility to guide the way the game is played. The best way to accomplish this is by learning what the players want and figuring out what you want as well. Many styles of play exist, but a few are detailed below as examples.

Blast 'Em All

The heroes blow open the blast door, fight the stormtroopers, and rescue the princess. This style of play is very straightforward. It's fun, exciting, and action-oriented. Very little time is spent on developing personas for the heroes, roleplaying encounters, or mentioning situations other than what's going on in the adventure.

If you're running this type of game, let the heroes face obviously evil opponents and meet obviously helpful characters. Don't expect heroes to anguish over what to do with the prisoners. Don't bother too much with credits or time spent recovering. Do whatever it takes to get the heroes back into the action as quickly as possible. A hero's motivation doesn't need to be much more than a desire to fight evil (and maybe acquire credits).

Rules and game balance are very important in this style of play. Heroes with combat ability greater than their companions create unfair situations: the overpowered hero can handle more of the challenges and thus have more fun. If you're using this style, be very careful about adjudicating rules. Think long and hard about additions or changes that you want to make.

Deep-Immersion Storytelling

The Galactic Senate is threatened by political turmoil. The heroes must convince the Senators to resolve their differences, but can only do so after they've come to terms with their own differing outlooks and agendas. This style of gaming is deep, complex, and challenging. The focus isn't on combat, but on talking, developing in-depth personas, and character interaction. Whole gaming sessions may pass without a single die being rolled.

In this style of game, most characters should be as complex and richly detailed as the heroes—although the focus should be on motivation and personality, not game statistics. Expect digressions about what each player wants his or her hero to do, and why. Buying spare parts might be as important an encounter as fighting battle droids. (And don't expect the heroes to fight the battle droids at all unless their heroes have a good reason to do so.) Heroes will sometimes take actions against their players' better judgments because "that's what a *hero* would do." Adventures deal mostly with negotiations, political maneuverings, and hero-character interaction. Players may even talk about the "story" they're collectively creating.

Quoting the rules becomes less important in this style of gaming. Since combat isn't the focus, game mechanics take a back seat to hero development. Skills take precedence over combat bonuses, and even then, the actual numbers don't have to be absolutes. Feel free to change things to fit a player's roleplaying needs. You may even want to streamline the combat system so that it takes less time away from the story.

Something In Between

Most campaigns are going to fall between these two extremes. There's plenty of action, but there's also a storyline and interaction between heroes and characters. Players

develop their heroes, but they're eager to get into a fight as well. Provide a nice mixture of roleplaying encounters and combat encounters. Even in combat missions, you can present characters that don't need to be killed. Instead, you can interact with them through diplomacy, negotiation, or a simple conversation.

Other Style Considerations

You should think about a few other style-related considerations.

Serious vs. Humorous: How serious you take things becomes an example of how serious the players take things. Jokes can make the game really fun, but they can also detract from the action. If you make funny comments during the game, expect that the players will, too.

Likewise, if you design adventures that are light-hearted, create characters that are slightly silly, or introduce embarrassing or humorous situations into the game, realize that it changes the tenor of the game.

Overall, it's recommended that you play things straight. Don't intentionally insert jokes into the game. There'll be enough joshing around at the table to keep the game fun. The in-game action should remain fairly serious (although the occasional diversion or digression is fine).

Naming Conventions: Related to how serious or humorous the game is, hero names should be fairly uniform in style throughout the group. Although any character name is fine, a group with heroes like Bob the Soldier, Prince Mellia Frantizes of Alderaan, and Shorty the Ewok Scout lacks the consistency to be credible.

Multiple Heroes: You need to decide if each player is going to be limited to one hero or can have many, and whether a player is allowed to actually run more than one hero at the same time. Generally, it's best if you keep to one hero per player. However, when players are few, you might allow them to run more than one character just to get the group size up to at least four heroes.

Interaction Style: Do you describe the action in third person or first person? And which way do you want your players to respond? That decision determines the voice of your game.

In third-person style, you describe the action as though you were the narrator of a book, and your players answer you in kind.

GM: *An Imperial customs officer approaches as you step out of your ship. He asks where you've come from and what your business is on Manforgon.*

Player: *My character steps forward and smiles. Anderun says we've come from Tatooine. He asks if anything is wrong.*

In first-person style, you speak as the characters and the players speak as their heroes.

GM: *"I'm Imperial Customs Officer Tellix. What was your last port of call and what business do you have on Manforgon?"*

Player: *"Easy, friend. We've traveled here from Tatooine with a cargo of sand wine. Is there a problem?"*

Either method is fine. Some GMs and players like to vary their approach depending on the situation. Just use the style that feels most comfortable for you and your group.

METRIC CONVERSIONS

If you're not familiar with the metric system, here's a quick summary:

Metric	Multiply By	Standard
Millimeters	0.04	Inches
Centimeters	0.4	Inches
Meters	3.3	Feet
Kilometers	0.62	Miles
Kilograms	2.2	Pounds
Liters	0.26	Gallons
Sq. Meters	1.2	Sq. Yards
Sq. Kilometers	0.4	Sq. Miles
Metric Tons	1.1	Short Tons

Adjudicating

When everyone gathers around the table to play the game, the Gamemaster is in charge. That doesn't mean that you can tell people what to do outside the boundaries of the game, but it does mean that you're the final arbiter of the rules within the game. Good players always recognize that you have the ultimate authority over the game mechanics, even superseding something in a rulebook. Good GMs know not to change or overturn an existing rule without a good, logical justification so the players don't grow dissatisfied.

This means that you need to know the rules. You're not required to memorize the rulebook, but you should have a clear picture of what the rules say so that when a situation comes up that requires a ruling, you know where to reference the proper rule in the book.

Often a situation arises that isn't explicitly covered by the rules. In such a situation, it's the GM who needs to provide guidance as to how it should be resolved. When you come upon an instance where there seems to be no rule to cover a situation, consider the following:

- Look to any similar situation that *is* covered in the rules. Try to extrapolate from what you see presented there and apply it to the current circumstance.
- If you have to make something up, stick with it for the rest of the campaign. (This is called a "house rule.") Consistency keeps players satisfied and gives them the feeling that they adventure in a stable, predictable universe, not in some random, nonsensical place subject only to the GM's whims.
- When in doubt, remember this handy little rule: Favorable conditions add +2 to any 1d20 roll; unfavorable conditions penalize the roll by –2. You'll be surprised how often this "GM's secret rule" solves problems.

If you come upon an apparent contradiction in the rules, consider these factors when adjudicating:

- A rule in the *Star Wars Roleplaying Game* takes precedence over any other published *Star Wars* product. This book is referred to as the core rulebook. It forms the basis of the whole game.

- A rule found in the rulebook overrules one found in a published adventure unless the rule presented in the published adventure deals with something specific and limited to the adventure itself.
- Choose the rule that you like the best, but stick with it for the rest of the campaign. Consistency is a very important aspect of rules adjudication.

Propelling the Game Forward

While all the players are responsible for contributing to the game, the responsibility must ultimately fall upon the GM to keep the game moving, maintain player interest, and keep things fun. Remember that keeping things moving is always more important than searching through the rules or spending time in long debates over rules decisions.

Even a well-run game can get bogged down sometimes. Perhaps the players have been at it a while and are growing a little tired of the same old thing. Maybe a playing session falls flat for no apparent reason. Sometimes this just can't be helped—you're only human. In fact, occasionally you find that it's better to cancel a playing session or cut it short rather than have a poor experience that may set back the whole campaign.

However, there are ways to make an average playing session a memorable one, or to spice up a lackluster one. One of the best visual aids is artwork. Virtually every character, alien, starship, weapon, and location in the *Star Wars* movies has been illustrated or pictured in some place or another. Pour through those illustrations, or find other art sources that provide you with a picture that fits something that the heroes will encounter. Then when they do, pull out the picture and say, "You see this." While player imaginations are fertile, sometimes seeing a depiction of something they encounter in the game—a character, an alien, or a place—makes it all the more exciting or real. Sometimes you can find illustrations in odd places. Sometimes a history book or encyclopedia with illustrations is just as good (or better) than an official source.

Of course, you can't always have a picture of some alien, character, or place that you have created. That's when you rely on the GM's best friend: evocative, exciting descriptions. Pepper your descriptions of what the heroes see with adjectives and vivid verbs. Remember that you, and you alone, are the players' eyes and ears. "A cold, icy cave with water dripping slowly down the sparkling walls" is much more exciting than "a 4-meter-by-4-meter cave." Throughout the game, continually ask yourself, what *exactly* do the heroes see? Do they hear anything? Are there any noticeable odors? An unpleasant tang in the air? Do they feel the chill wind against their skin? Is their hair tousled by hot, damp gusts?

No player will forget a tense battle on a crumbling bridge in the middle of a thunderstorm. The best way to get the players' attention is with gripping action. While not every encounter needs to be life-threatening or earthshaking, keep in mind how it would all seem in a *Star Wars* movie or book.

It's often secondary, but some GMs enjoy creating just the right atmosphere for their games. Music is often a good way to accomplish this. It's sort of like having a soundtrack for your story. Not surprisingly, those who enjoy using music in their games often use soundtracks from adventure movies, although classical, ambient, or other styles work well. (And, of course, hours of music specifically designed for the *Star Wars* universe already exists.) Keep in mind, though, that some people find music distracting. Be receptive to what your players like—an atmosphere in which the players can't hear, are distracted, or aren't enjoying themselves is never a good one. Other ways GMs can create an atmosphere rely on painted miniatures, action figures and vehicles, specially adjusted lighting, or even sound effects.

Another technique GMs employ and players enjoy is using different voices when speaking "in character." Practicing several different accents or ways of speaking and assigning them to different characters can be a striking way to make a character stand out in the players' minds.

Once in a while, a little miming of actions can supplement a game that otherwise exists only in your imagination. If a character is shriveled and stooped over when she walks, stand up and show the players exactly what you mean. When the ceiling above them begins to collapse, slam your fists upon the table like falling plasteel. If someone holds out his hand and offers something to a hero, mime the action—almost every time, the player (assuming the hero takes what's offered) will follow your cue instinctively and reach out. Keep in mind, though, that this sort of thing can quickly get out of hand. Don't act out your battles, or someone could get hurt!

Every once in a while, really surprise your players. The character they thought was a villain turns out to be a good-hearted scoundrel who can be turned to the heroes' side. The clue they thought led to the Emperor's secret cloning vats turns out to be red herring. Not all surprises are story-based. If the heroes are in an ice cavern on Hoth, and a wampa is about to storm into the cave and attack, keep your voice at a moderate or even soft level while describing the cave. Then, suddenly, raise your voice and leap to your feet as the wampa enters. That'll get their attention!

Keeping the Game Balanced

Game balance ensures that most hero choices are relatively equal. A balanced game is one where one hero doesn't dominate over the rest because of a choice that he or she made (species, class, skill, feat, Force power, weapon, etc.). It also reflects that the heroes aren't too powerful for the threats that they face, yet neither are they hopelessly overmatched.

Two things drive game balance: good management and trust.

Good GM Management

A GM who carefully watches all portions of the game so that nothing gets out of his or her control helps keep the game balanced. Heroes and characters, victories and defeats, awards and afflictions, items found and credits spent—all these things must be monitored. No one hero should ever become significantly greater than the others. If this does happen, the others should have an opportunity to catch up in short order. The heroes as a whole should never get so powerful that all the challenges become trivial to them. Nor should they be constantly overwhelmed by what they must face. It's no fun to always lose, and always winning gets boring fast. When temporary imbalances do occur, it's easier

to fix them by altering the challenges than by changing anything about the heroes and their powers or equipment. No one likes to get something, only to have it taken away again because it was too unbalancing.

Player/GM Trust

Players should trust the GM. Trust can be gained over time through consistent use of rules, by not taking sides (that is, not favoring one player at another's expense), and by making it clear that you're not vindictive toward the players or their characters. If the players trust the GM—and through you, the game system—they will recognize that anything that enters the game has been carefully considered. If you adjudicate a situation, the players should be able to trust it as a fair call and not question or second-guess you. That way, the players can focus their attention on playing their characters, succeeding in the game, and having fun, trusting their GM to take care of matters of fairness and realism. They also trust that you will do whatever you can to make sure that they can enjoy playing their heroes, potentially succeed in the game, and have fun. If this level of trust can be achieved, you'll have greater freedom to add or change things in your game without worrying about the players protesting or scrutinizing every decision.

> "You must unlearn
> What you have learned."
> — Jedi Master Yoda

Handling Unbalanced Heroes

Sometimes, the unexpected happens. The heroes may defeat a villain, foil an unstoppable escape plan, and steal a custom starfighter you never intended to fall into their hands. Or, even more likely, the combination of some new acquisition with an item or power a hero already has will prove unbalancing in ways you didn't foresee.

Once a mistake has been made, and a hero ends up too powerful, all is not lost. In fact, it's almost never difficult to simply increase the challenges the hero faces to keep him or her from breezing through encounters. However, this solution can be unsatisfying, since the encounters can become too difficult for the other, more balanced heroes. At the same time, it's never fun to lose some aspect of your hero that turns out to be unbalancing. From the player's point of view, it's not his or her fault.

You have two options.

Deal with the Problem In-Game

"In-game" is a term used to describe something that happens in the story created by the play of the game. For example, suppose a hero becomes unbalanced by building a droid servant that fights better than any of the heroes in the group. (This is something that the GM shouldn't have let happen to begin with, but all GMs occasionally make mistakes.) An in-game solution might be to have an enemy scoundrel sabotage the droid, or suspicious guards might confiscate the droid the next time the heroes visit Coruscant. Whatever you do, try not to make it obvious that the situation is actually just a tool to balance the game. Instead, make it seem just a part of the adventure. (If you don't, indignant players will get very, very angry.)

Deal with the Problem Out-of-Game

"Out-of-game" means something that happens in the real world, but has an impact on the game itself. An out-of-game solution to the problem described in the last paragraph would be to take the player aside between sessions and explain that the game has become unbalanced because of her hero and that things need to change or the game may fall apart. A reasonable person will see the value in continuing the game, and she'll work with you either in-game (perhaps donating a too-powerful item to an appropriate allied organization) or out-of-game (perhaps by erasing the unbalancing power from her hero sheet and just pretending it was never there). Be warned, however, that not every gamer is reasonable. Many will hate this level of intrusion on your part and resent giving up a great ability or item their hero "earned." Even if they don't tell you to forget it, they'll begrudge the loss. What's worse, after an unfortunate exchange of this type, it will seem obvious and contrived if you try to balance things with an in-game solution.

Changing the Rules

Beyond simply adjudicating, sometimes you are going to want to change things. That's okay. However, it's a challenge for a GM with only a little experience.

Altering the Way Things Work

Every rule you see in this book was written for a reason. That does not mean that you can't change them for your own game. Perhaps your players don't like the way initiative is determined, or you find that the rules for learning new feats are too limiting. Rules that you change for your own game are called house rules. Given the creativity of gamers, almost every campaign develops its own house rules in time.

The ability to use the mechanics as you wish is paramount to the way roleplaying games work—providing a framework for you and the players to create a campaign. Still, changing the way the game does something shouldn't be taken lightly. You should always try to picture the implications for making changes before you make the change.

Consider the following when you are changing a rule:

- Why am I changing this?
- Am I clear on how the rule I'm going to change really works?
- Have I considered why the rule existed as it did in the first place?
- How will the change impact on other rules or situations?
- Will the change favor one class, species, skill, feat, etc. more than the others?
- Overall, is this change going to make more players happy or unhappy? (If the answer is "happy," make sure that the change isn't unbalancing. If the answer is "unhappy," make sure that the change is worth it.)

Often, players want to help redesign rules. This can be important, since the game exists for the enjoyment of all its participants, and creative players can often find ways to fine-tune a rule. Be receptive to player concerns about mechanics. At the same time, however, be wary of players who intentionally or unintentionally want to change the rules just for their own benefit. The *Star Wars* game system is flexible, but it's also meant to be a balanced game. Players may express a desire to have the rules always work in their favor, but the reality is that if there were no challenges for the players, the game would quickly grow dull. Resist the temptation to change the rules just to please your players. Make sure that a change genuinely improves your campaign for everybody.

Additions to the Game

As GM, you get to make up your own Force powers, weapons, starships, droids, and alien species! Your campaign might have a real need for a Force feat that creates world-threatening storms, or an alien covered in dozens of tentacles that drains heat from living creatures. Adding new elements to the game can be a really entertaining and rewarding experience.

On the down side, an addition to the game can spoil game balance. Maintaining balance is an important GM responsibility. Most unbalancing factors are actually hasty or ill-considered GM creations. Don't let that happen to you.

One way to judge whether a new skill, feat, or other option is balanced is to ask, "If I add this to the game, is it so good that everyone will want to take it?" At the same time, ask, "Is this so limited that no one will be interested?" Keep in mind that it's easier and more tempting to create something that's too good rather than not good enough. Be careful.

Making Mistakes

A Force power that allows the heroes to move through walls unhindered, giving them easy access to all sorts of places you do not want them to go (at least without great effort) is a mistake. A weapon that automatically kills multiple foes with no attack roll or saving throw is a mistake. A species with +4 Dexterity and +4 Intelligence bonuses is a mistake.

Usually, the mistakes that creep into a campaign are the ones that seem innocuous at first. A Force skill that allows you to telekinetically bring an object to your hand from hundreds of meters away in an instant appears to be fine—until a canny player starts positioning his enemies between his hand and the object. On the other hand, you should know that you should never have created the disintegration rifle with unlimited range and ammunition, or that you should never have allowed your players to convince you that the game would be more fun if all critical hits automatically killed the target.

When things get unbalanced, you either need to fix things in-game or out-of-game, depending on the situation. Unbalanced hero abilities or items are best handled in-game, but rules changes can only be handled out-of-game. Sometimes it's best for you to admit to the players that you made a mistake, explaining that it needs to be fixed in order to keep the game fun, balanced, and running smoothly. The more reasonable you are, the more understanding your players are likely to be.

Running a Game Session

After everything is prepared, and everyone sits down to the table, you're on. It's your show. Here are some things you should consider, at the table and before you ever get there, to help make the game run as smoothly as possible.

Knowing the Players

Normally, but not always, the GM is in charge of inviting players to play in his or her game. If this is the case, it's your responsibility to know and understand each of these people well enough that you can be reasonably sure that they'll all get along, work well together, and enjoy the sort of game you run.

A lot of this has to do with playing style. Ultimately, you have to know the kind of game your players want to play. With players new to the game or a newly formed group, this may take a while to define. Recognize that while you're in charge, it's really everybody's game. The players are all there, coming back session after session, because they trust that you'll help them have a fun and rewarding experience.

Table Rules

One thing that will help everyone, players and GM alike, to all get along will be establishing a set of rules—rules that having nothing to do with the actual game but that govern what happens with the people around the table.

The following are some "table rules" issues you'll need to deal with eventually. It's best to come up with the answers before you start a regular campaign. You can establish these yourself, or you can work them out with your players.

No-Show Players

Sometimes a regular player can't show up for a game session. The GM and group are faced with the question of what to do with his or her hero. There are several possibilities:

- Someone else runs that hero for the session (and thus runs two heroes at once). This is easiest on you, but sometimes the fill-in player resents the task or the replaced player is unhappy with what happens to the hero in his or her absence.
- You run the hero as though he or she were a character. This might actually be the best solution, but don't do it if running a hero and running the game at the same time is too much for you and hurts the whole session.
- The hero, like the player, can't be present for this adventure. This only works in certain in-game situations, but if it makes sense for the character to be absent, that's a handy way to take the hero out of the action for a game session. Ideally, the reason for the hero's absence is one that allows him or her to jump back in with a minimum of fuss when the player is available again. (The hero may have some other commitment, for instance.)
- The character fades into the background for this session. This is probably the least desirable solution, because it strains everyone's suspension of disbelief.

Recognize that players come and go. Someone moves away, another's regular life becomes busier, and yet another

grows tired of the game. They'll quit. At the same time, new players will want to join. Make sure to always keep the group a size that you're comfortable with. The normal-sized group is probably around four players (with the GM as the fifth). However, some groups are as small as two, and others as large as eight or even more. (Very large groups sometime use a GM assistant who helps manage player actions, rules referencing, and characters to help the GM keep things from getting bogged down.) You can also play the game one-on-one, with just one player and one GM, but that's a very different sort of play experience. (It's a good way to handle special campaign ideas, like a Jedi Master's mentorship of a young Padawan learner.)

If you can, try to find out from the players how long they're interested in playing. Try to get a modest commitment from them to show up on a regular basis during that time.

Integrating New Players

When someone new joins the campaign, his or her hero needs to be integrated into the game. At the same time, the player needs to be integrated into the group. Make sure that a new player knows the house rules and table rules, as well as the game rules.

Dice Conventions

When someone makes a roll and the die lands on the floor, do you reroll it or use the die as it lies? What do you do with a die that lands against a book and is "cocked?" Are players required to make all die rolls where the GM can see them? There are no right or wrong answers to these questions, but deciding your group's answers ahead of time will save you from arguments later.

Rules Discussions

It's probably best if players don't question your rulings or established rules, propose new house rules, or conduct discussions on other aspects of the game (aside from what's immediately at hand) during the game itself. Such matters are best addressed at the beginning or end of the session.

Jokes and Off-Topic Discussions

There are always funny things to be said, movie quotes, good gossip, and other conversations that crop up during the game, whether they're inspired by what's going on in the session or completely extraneous. Decide for yourself (and as a group) how much is too much. Remember that this is a game and people are there to have fun, yet at the same time keep the focus on the action of the heroes so the whole session doesn't pass in idle chat.

Considerations for Running the Game

The following items are available to enhance your game. Keep in mind that they're not for everyone.

GM Screen: This is a cardstock screen that stands up on the table between you and the players. It has useful charts and rules reminders on it to speed play. You can also paperclip notes to yourself to it, so you can see them but the players can't. Behind this screen, you can put your maps and notes on the table, and roll dice where the players can't see what you're doing. The only drawback is that it creates a wall between you and them, which can be distancing. GMs who wish to have the charts handy without setting them apart from the other players sometimes lay the screen flat on the table in front of them, hiding adventure notes underneath.

Computers: There are many reasons to have a computer with you at the tabletop. You can keep all your notes and maps in electronic files easily searched and referenced during the game. Not all roleplaying groups like them, however, because of the tendency of computers to draw the GM's attention away from the players and the game. If you find yourself staring at the screen more than at your players, consider scaling back the computer's in-game use and restrict it to generating material between sessions.

Miniatures and Action Figures: These metal or plastic figures can be used to represent heroes, opponents, and scenery in the game. You can use them on a grid to show ranges, tactical movement, line-of-sight, and areas of effect for grenades or other explosives. Vinyl mats with a grid you can write on with wipe-off markers are especially useful. Miniatures are somewhat expensive and usually require painting if you want them to look their best, but many gamers find them worth the bother, especially for establishing character position and avoiding arguments about who was where when a fight breaks out.

Counters: If you're not as interested in the visual aspect of the miniatures, but find the tactical opportunities interesting, you can use any sort of counter to represent heroes and opponents: poker chips, checkers, coins, scraps of paper, or anything else you want.

Working with the Players

Two players want the same newfound item. Each thinks his character can use it best or deserves it for what he's done. If the players can't find a way to decide who gets it, you will have to arbitrate or impose a solution. Or, worse, one player is angry with another player for something that happened earlier that day outside the game, so now his hero tries to harass or even kill the other player's hero. The GM shouldn't sit back and let this happen. It's up to you to step in and help resolve conflicts like that. As GM, you're both a master of ceremonies and an umpire during the game. Talk with the arguing players together or separately outside the game session and try to resolve the conflict. Make it clear as nicely as you can that you can't let anyone's arguments ruin the game for the other players, and you won't tolerate real-world hard feelings affecting the way characters within the game react to each other.

Another case is when a player gets really mad when you rule against him. Again, be firm but kind in telling him that you try your best to be fair. You can't have angry outbursts spoiling everyone else's fun. Settle the matter outside the game session. Listen to the player's complaints, but remember that you're the final arbiter. By agreeing to play in your game, that player has also agreed to accept your decisions as GM. (See "When Bad Things Happen to Good Heroes" in this chapter.)

Sometimes one player's actions ruin the fun for everyone. An obnoxious, irresponsible, trouble-making player can make the game really unpleasant. Sometimes he gets others' heroes killed because of his actions. Other times he stops

the game with arguments, tantrums, or off-topic conversations. Still other times he might keep everyone from playing by being late or not showing up at all. Ultimately, you should get rid of this player. Just don't invite him next time. Don't play the game with someone that you wouldn't enjoy spending time with in another social setting.

Decide how many players you want in your game and stick with it. If someone leaves, try to get a new player. If someone new wants to join an already full group, resist the urge to let him or her in unless you're sure you can handle the increased number of players. If there are too many players, consider dividing them into two groups that play at different times. If there are too few, you might want to recruit more or have each player play more than one hero. (It's good to have at least four heroes on a mission team.) Remember that the more players around the table, the harder it will be for you to keep track of everyone. Each individual player gets less time for his or her hero's actions.

If one player dominates the game and monopolizes your time with her hero's actions, the other players will quickly grow dissatisfied. Make sure everyone gets his or her turn. Also, make sure each player gets to make his or her own decisions. Overeager or overbearing players sometimes try to tell the others what to do. If one player insists on controlling everything, talk to him outside the game session and explain that his actions are making things less fun for everyone.

Metagame Thinking

"I figure that there'll be a lever on the other side of the chasm that extends the bridge," a player says to the others, "because the GM would never create a trap that we couldn't deactivate somehow." That's metagame thinking. Any time the players base hero actions on logic that depends on the fact that they're playing a game, they're "metagaming." This should always be discouraged, because it detracts from real roleplaying and spoils the suspension of disbelief.

Surprise your players by foiling this mode of thinking. Maybe there *is* a lever on the other side of the chasm—it might be malfunctioning. Keep your players on their toes, and don't let them second-guess you. Tell them to think in terms of the game universe, not of you as the GM. In the game universe, someone put the trench in the Death Star for a purpose. Figure out the hows and whys for what they have done. The heroes will need to do the same.

In short, where possible, encourage the players to employ in-game logic. Confronted with the situation given above, an appropriate response from a clever hero is, "I figure there'll be a lever on the other side of the chasm that extends the bridge, because you'd have to be able to cross from either side." In fact, this is wonderful—it shows smart thinking as well as verisimilitude in the game universe.

Knowing the Heroes

One advantage that you as Gamemaster always have over a writer designing an adventure is that you know your players. You know what they like, what they're likely to do, what their capabilities are, and what's going on in your campaign right now. That's why, even when you use a published adventure, you'll want to work to ensure those factors get integrated into your campaign properly.

A good GM always knows the following about the heroes in his or her game:

The Heroes' Basic Statistics

This includes class, species, and level, as well as approximate wound and vitality points, saves, attack bonuses, and special abilities. You should be able to look at an opponent's wound points and vitality points, Defense, special attacks and defenses, and judge whether an encounter is a fitting challenge. Compare, for example, the opponent's Defense with the attack bonuses of the heroes in the group, particularly the soldiers and Jedi guardians. When you figure average rolls, can the soldiers hit their opponents? Do they need above average rolls? (If so, then the challenge will be great.) Do they need a natural 20? (If so, then the challenge is almost certainly too difficult.)

Examine the attack bonus of the opponent. Look at the damage it can deal. When you compare this with the Defenses and vitality/wound points of the heroes, will the opponent be able to hit or seriously damage the heroes? Will it almost certainly kill one? If the opponent's attack bonus added to a typical d20 roll hits the hero's Defense, and the average damage dealt is more than the hero's total wound and vitality points, the opponent will kill the hero. When you look at the saving throw DCs of the opponent's special attacks, are the heroes likely to successfully resist the attack? Will it be very easy or extremely difficult? These sorts of questions and analyses allow you to judge opponents, encounters, and adventures and determine whether they are appropriate for your group.

Keep an up-to-date record of all the heroes, their abilities, spells, vitality and wound points, Defense, etc. One way to do this is to require the players to give you a new copy of their character sheets whenever they change. This is helpful to you for balancing encounters and monitoring resource depletion during play. It's also very handy if a player can't make it to a session, enabling you to simply hand the sheet to whoever is running the hero for that session.

The Players' Likes and Dislikes

Some groups hate political intrigue and avoid it, preferring to charge into action instead. Other groups are more likely to run from a serious combat challenge. Some groups like adventures with lots of Jedi and Force powers. Some don't. Because of this, if you're aware of what the group likes and what entices them, you're the best judge whether they will like and partake in a particular encounter or adventure.

For example, a GM might find that the lure of credits motivates the heroes in her group to action. In order to get them involved in the adventure she's designed (or purchased), she knows there's got to be some reward involved, and the heroes need to know about it ahead of time. Another group, however, might be interested in heroic deeds. They don't care about money, but if they hear that Alderaan's in danger from a giant battle station, they're off to save the planet in a flash.

Nothing's more frustrating for a GM than to create an adventure and provide the heroes with the hook that will bring them into the action, only to have them ignore or even consciously reject it. No one wants to see his or her adventure

go unplayed. Know what interests and motivates the group, and you'll be able to avoid this disheartening possibility.

What's Going on in the Campaign?

This is an easy one. Since you're managing the events in the game, you need to keep track of what's going on anyway. In this case it's important to always know what the heroes are doing and a little about their plans. If the heroes want to leave Tatooine and head to Coruscant to find one of the heroes' old mentors, you need to keep that in mind when preparing that session's adventure and planning ahead to future sessions.

Keep an up-to-date record of everything that's going on in the game. A timeline can help you keep track of when events happened in relation to each other (especially handy in the case of monitoring the activities of recurring villains). Above all, make sure you always have a good grasp of characters' names (particularly ones you're forced to make up in the middle of the game) so that the Senator's name doesn't change abruptly from session to session. And, of course, you should remember what the heroes have accomplished, where they have been, enemies they have made, and so on.

Knowing the Adventure and Other Materials

You're running the game, so you have to know everything. Well, maybe not everything, but certainly enough to keep things moving. That means if you know the heroes want to head into the deserts of Tatooine, it's helpful to do research in advance. You could look into how desert travel affects their movement, what it's like to be in the desert (possibly through some research into an encyclopedia or travel book), and other considerations (water needs, survival gear, desert encounters, etc.).

More to the point, however, you want to prepare as much as you can for the adventure ahead of time. Figure out what happens when, the layout of the area (both the large-scale landscape and individual encounter areas), what the heroes encounter if they go to a particular area, how characters encountered will react, the events likely to happen (such as a conversation or a fight), and more.

When running a published adventure, this often amounts to reading the material carefully and making notes where you need them. Useful things to note might include any or all of the following:

- Page numbers for rules you know you'll need for a given encounter.
- Changes needed to make the adventure fit into your campaign.
- Changes you want to make just to please your tastes or those of your group.
- Preplanned actions you want the characters to take in a given encounter (ambushes, combat sequences, impassioned speeches, etc.).
- Reminders to yourself on rules, adventure structure, events that might occur, or the consequences of certain actions.

If you design an adventure on your own, your preparation requires (obviously) a lot more time. This preparation might include any or all of the following:

- Maps of the area (large scale) and of specific smaller areas where encounters are likely to occur. These can be as simple and sketchy or as detailed as you like.
- A key to the map or maps detailing special areas and what might be encountered there, including foes, allies, environmental situations, and possibly even written descriptions of what the heroes see, hear, and experience upon entering an area.
- Character listings that include their statistics and notes on their potential reactions.
- Bookmarks or notes listing page numbers for rules that might need to be referenced.
- Notes on the overall story or plot of the adventure if it's complex.
- Statistics for any new opponents you're introducing.

This can amount to a lot of work. Not every adventure is going to require reams of notes in order to play. It varies from adventure to adventure and even from GM to GM. Not every GM likes to prepare detailed notes ahead of time. Some have more fun if they just "wing it." And sometimes a GM would like to be better prepared, but there just isn't time. Find the style of Gamemastering that suits you best.

Knowing the Rules

If you know that the starship combat rules will be needed to play out the battle between the heroes' starfighters and TIE fighters, review those rules before playing. When lesser-known rules come into play in the course of the adventure, it slows things down if you have to read them in the middle of a game. Looking over commonly used rules—like descriptions for Force powers you know characters or heroes use, or even the basic combat rules—before a game session is always a good idea.

When a player has a rules question, you should be the one best able to answer his or her question. Mastery of the rules is one reason why the GM is sometimes called the referee.

Setting the Stage

It's worth stating again: Once the game starts, it's all up to you. The players are likely to take their cues from you on how to act and react. If you handle the game seriously, they'll more likely to take it seriously. If you come across with a more relaxed, light-hearted tone, they will crack a few jokes and make side comments of their own. You make the game the way you want it to be.

"There'll be no one to stop us this time."

— Lord Darth Vader

Recapping

"Last time, you had just discovered the secret entrance to the Imperial shield generator on the forest moon of Endor. We ended the game with you on a nearby ridge overlooking the entrance. Dacia the noble had suffered a terrible wound while fighting the biker scouts. Varran wanted to go straight to the entrance and shoot it out, but the rest of you talked him into helping you find a suitable place to watch and plan. What do you want to do?"

In the middle of an ongoing campaign, recapping activity from the previous session (or sessions) at the start of a new session often helps establish the mood and reminds everyone what was going on. In most games, heroes continue what they're doing from day to day (or even hour to hour), but players (in the real world) have a week of real time between game sessions. Some players find this frustrating. They might forget important details that will affect their decisions if they don't get reminders.

Of course, that means that you, as the GM, need to keep notes of what happens so you don't forget either. At the very least, jot down a few sentences about what's going on at the end of each game session. Leave your notes where you can find them right away at the beginning of the next session. You'll probably find that, as the GM, you tend to think about the game between sessions more than the other players do, and thus you'll remember more details. You'll quickly get to the point where you won't forget what happened in past sessions, especially if the adventures you're currently working on build off those events.

Describing

Remember that while good description is a must for informing players, mood is as important as scene. Emotion is as important as sensory data. Tell the players how everything feels. If they have a question, answer it. If their heroes don't know the answer, ask them how they're going to go about finding out.

When only one hero experiences something, take him or her aside and describe it to that player. If she's a scout sent ahead, she'll have to come back and report in her own words what she saw. The other players will then have to see it through her eyes, based on what she chooses to tell them. Of course, it's okay to describe one hero's experience, particularly when it centers on minor details that can quickly be relayed to the other heroes in front of the whole group.

Such minor details are not inconsequential enough to ignore or forget. Don't only describe the important things, or the players will quickly catch on. The very act of you describing something can give them clues of its importance. Throw in a few trifling details here and there for flavor, as well as to keep them guessing.

Don't prompt their actions. Don't say, "Do you look in the alcove?" At most, say, "Where do you look?" Prompting can give away too much.

Setting the Pace

The pace of the game determines how much time you spend on a given activity or action taken by the heroes. Different players enjoy different paces. Some search every room, but some learn it's not worth the game time. Some roleplay every encounter, while some want to skip on to the "good bits."

Do your best to please the group, but when in doubt, keep things moving. Don't feel that it's necessary to play out rest periods, replenishing supplies, or carrying out daily tasks. Sometimes that level of detail is an opportunity to develop heroes, but most of the time it's unimportant.

You should decide ahead of time, if possible, how long the playing session will last. This not only allows everyone to make plans around the game, but also enables you to judge about how much time is left and pace things accordingly. You should always end a session at a good stopping point (see Ending Things, below). Three to four hours is a good length for an evening game. Some people like to play longer sessions, usually on a weekend. Even if you normally play for shorter periods, sometimes it's fun to run a longer "marathon" session.

Referencing Rules

Try to look at the rules as little as possible during a game. While the rules are there to help you, paging through the book can slow things down. Look when necessary (and mark things you'll need to refer to again with a bookmark), but recall a rule from memory when you can. Even if you're wrong in your recollection, the game keeps moving.

Asking Questions

Don't be afraid to stop and ask important questions. If the players seem bored, ask if they would like you to skip ahead or pick up the pace. If you're unsure how they want to handle a situation, ask.

And make sure you ask what their goals are, both short term and long term. The answers to these questions help you prepare adventures and encounters for next time. Remember that some players might want to keep their heroes' goals a secret from other heroes in the group, so it's sometimes best to ask the players individually, outside the play session or at least away from the table.

Taking Breaks

When you finish up a lengthy combat or a tension-filled scene, take a break. Particularly in long playing sessions, establish a few breaks for food, drinks, trips to the bathroom, or just a little time to relax. During this time, you can take your mind off things for a few minutes, or you can begin to prepare for the coming encounter.

Providing the Action

The players look to you, the GM, for news of what's going on in the universe around their heroes, as well as for answers to what happens when their heroes take actions. You've got to provide all the answers.

Handling Hero Actions

When a player tells you what her hero does, give her the result of her action as quickly as possible. Once in a while, it adds tension to leave a player hanging, but that's the exception, not the rule. If a hero wants to do something not covered in the rules, do your best to extrapolate from the existing rules to decide how best to handle the unusual situation (see Adjudicating, page 191).

Encourage the players to keep things moving. Taking a long time to decide what to do can slow things down. A hero who pauses too long when it's his turn slows down the

game for everyone. Give him a time limit (like 30 seconds) when necessary.

The most important thing to remember regarding hero actions is that each player controls his or her own hero. Don't force them to take actions (unless they're somehow compelled). Don't tell a player how his or her hero feels about things. Even if a character with a high Charisma attempts to persuade a hero, no mere die roll should force a hero's action. (It can, however, foil a Sense Motive check). When running a character, feel free to lie, trick, cajole, or malign a hero, but don't use your GM authority to usurp hero control from a player.

Handling Gamemaster Characters

In the *Star Wars Roleplaying Game*, players portray heroic characters. The GM controls all the "nonheroic" GM characters they encounter. Normally, Gamemaster characters should obey the same rules as heroes. Occasionally, you might want to fudge the rules for them one way or another (see below), but in general, they should live and die—fail and succeed—by the dice, just like heroes.

Be as quick—or, in fact, quicker—than your players when you decide what their opponents will do. To keep things moving, be ready ahead of time. Since you knew ahead of time that the encounter was coming, you can prepare for it better than the players can. If you like, you can jot down character strategies right alongside their game statistics.

Also remember that GM characters are not just cardboard cut-outs. Don't let it be obvious that a particular character is "just an opponent," so that he or she isn't as smart or important as a hero. While that might be true, it shouldn't *seem* to be true. In order to make the game universe seem real, the people who populate it should act real.

Determining Outcomes

You're the final arbiter of everything that happens in the game. Period.

Rolling Dice

Some rolls, when seen by a player, tell too much. A hero who rolls to spot security devices, and sees that she has rolled very poorly, knows that the information you give her as a result of the roll is probably unreliable. ("Nope. No sensors down that way, so far as you can tell.") The game becomes much more interesting when a hero trying to hide or move silently doesn't know whether she's succeeded.

In cases where the player shouldn't know the die result, make the roll yourself, with the dice behind a screen or otherwise out of sight. While this takes the fun of rolling dice out of the hands of the players (and let's face it, that really is a part of the fun of the game), it helps maintain what the player knows and doesn't know.

Consider making the following checks for the player where he or she can't see the result:

Bluff
Demolitions (particularly in setting explosives)
Diplomacy
Disable Device
Disguise
Hide
Listen
Move Silently
Search
Spot

Do this on a case-by-case basis. When possible, always let players make the rolls themselves. When it would increase suspense to keep them in the dark, roll the dice yourself.

DCs, Defenses, and Saving Throws

Don't tell a player what he needs to roll to succeed. Don't tell him what all the modifiers are to the roll. Instead, tell the players that keeping track of all those things is your job. Then, when they roll the dice, tell them whether they succeed or fail.

This is important so that players focus on what their heroes are doing, not on the numbers. It's also a way to hide the occasional GM cheat (see below).

GM Cheating and Player Perceptions

Terrible things can happen in the game because the dice just go awry. Everything might be going fine, when suddenly the players have a run of bad luck. A round later, half the heroes are down for the count and the other half almost certainly can't take on the foes that remain. If everyone dies, the campaign might very well end then and there, and that's bad for everyone. Should you stand by and watch them get slaughtered? Or should you "cheat" and have the foes run off, or fudge the die rolls so that the heroes still miraculously win in the end? There are really two issues at hand.

Do you cheat? The answer: GMs really *can't* cheat. You're the umpire, and what you say goes. As such, it's certainly within your right to sway things one way or another to keep people happy or keep things running smoothly. It's no fun losing a long-term hero because he fell down a flight of stairs. A good rule of thumb is that a hero shouldn't die in a minor way by some fluke of the dice unless he or she was doing something really stupid at the time.

However, you might not feel that it's right or even fun unless you obey the same rules the players do. Sometimes the heroes get lucky and kill a character you had planned to have around for a long time. By the same token, sometimes things go against the heroes and disaster befalls them. Both the GM and players take the bad with the good. That's a perfectly acceptable way to play, and if there's a default method of running a game, that's it.

Just as important an issue, however, is whether the players realize that you bend the rules. Even if you decide that sometimes it's okay to fudge a little to let the heroes survive so the game can continue, *don't let the players in on this decision*. It's important to the game that they believe they're always in danger. Consciously or subconsciously, if they believe you'll never let bad things happen to their heroes, they'll change the way they act. With no element of risk, victory will seem less sweet. And if thereafter something bad *does* happen to a hero, the player may believe you're out to get him. If he feels you saved other players when *they* were in trouble, he might become disaffected with the game.

When Bad Things Happen to Good Heroes

Heroes suffer setbacks, lose prized equipment, and sometimes even die. It's all part of the game, almost as much as success, gaining levels, earning rewards, and attaining greatness. But players don't always take it so well when something bad happens to their hero.

Remind players that bad things happen sometimes. Challenges are what the game's all about. Mention that setbacks are an opportunity to succeed later. Reassure the player of the dead hero that there are lots of opportunities for new hero types she hasn't tried yet. The dead hero's surviving allies will tell tales of their fallen comrade for years to come. The game goes on.

It's rare (but possible) that an entire group of heroes can be wiped out. In such a case, don't let it end the whole game. Encourage the players to try new heroes, perhaps of a class or species they haven't played before. Even that's not really so bad—in fact, it's an opportunity for a dramatic change of pace. This new group of heroes might even be charged with retrieving the bodies of the fallen heroes for honorable burial.

Ending Things

Try not to end a game session in the middle of an encounter. Leaving everything hanging in the midst of combat is a terrible way to end a session. It's difficult to keep track of things like initiative order, Force power durations, and other round-by-round details between sessions. The only exception to this is ending with a cliffhanger. A cliffhanger ending is one in which things end just as something monumental happens or some surprising turn of events occurs. The purpose is keeping players intrigued and excited until the next session.

If someone was missing from that session, and you had his hero leave for a while, make sure that there's a way to work his hero back in next time. Sometimes, even in a cliffhanger, this can work out well. The hero might come racing into the thick of things to help out his beleaguered friends and help save the day.

Allow some time—a few minutes will do—at the end of the session to have everyone discuss what happened. Listen to their reactions and secretly learn more of what they like and don't like. Reinforce what you thought were good decisions and smart actions on their part (unless such information gives too much away for the adventure). Always end things positively.

You may want to award experience points at the end of each session, or you might wait until the end of each adventure. That's up to you. However, the standard approach giving them out at the end of each adventure, so players whose heroes go up a level have time between stories to choose new skills, feats, etc.

Game Session Checklist

1. Set up the play area. Even if the game's not occurring at your house, you should set up things so that you're happy with where you're sitting, where the players are sitting, whether you've got enough room to lay out your notes and books, and so forth. Make sure everyone can hear and see you.
2. Make sure everyone is familiar with his or her hero and the current situation.
3. Get a volunteer to take notes.
4. Describe the initial scene.
5. Ask the players what their heroes do.
6. Run through all the events and encounters of the adventure (or that session's portion of the adventure), taking a few breaks as needed.
7. Bring things to a good stopping point or a suitable cliffhanger.
8. End the session.
9. Ask the players what they plan to do next time.
10. Award experience points. Alternatively, this can be done at the beginning of the next session, or once every few sessions—see Awarding Experience, page 205.

How to Build an Adventure

An adventure—sometimes called a mission—is a collection of related encounters designed to fit together, creating a cogent storyline for the game. Some adventures are only short chapters in the campaign or interludes between longer adventures. Others represent significant missions, while still others form the backbone of the campaign.

Don't confuse an adventure with a campaign! Each adventure, regardless of its length, should have a clearly defined goal. For short adventures, this goal may be very simple: find R2-D2 in the Tatooine desert and bring him back safely. Longer adventures may have more complex goals, or even multiple goals within the same adventure (destroy the Death Star before it is completed and rescue Darth Vader from the Emperor's control). A campaign, on the other hand, might not have a clear goal (particularly when it begins), but should have a theme or context. When Luke and Ben met Han and Chewbacca in Mos Eisley, they (and their "players," in this model) had no idea that the ultimate end of their "campaign" would be the overthrow of the Empire and the establishment of the New Republic. However, the Gamemaster of this "campaign" probably had a good idea that these heroes would become involved with the Rebellion during the campaign and the Empire would be their primary opposition. (See How to Build a Campaign, page 206.)

Encounters

For purposes of the *Star Wars Roleplaying Game*, an encounter is defined as an interaction or activity that includes some level of risk or danger to the heroes. These rules rate encounters as simple, challenging, or extreme. These definitions provide a Gamemaster with important information that he can use to build an adventure. Of course, you don't have to slavishly follow these as hard and fast rules; we've provided them as guidelines for how you might structure a "typical" adventure.

Encounter definitions are relative to the heroes' power level. What constitutes an extreme encounter for 1st-level heroes might only be a challenging encounter for 3rd-level heroes and is probably a simple encounter for 6th-level heroes. Table 12-1: Sample Encounters, page 202, follows the encounter definitions below and gives examples of appropriate encounters based on the heroes' levels.

Gauging encounters to the heroes' power level requires

WHAT'S SPACE FANTASY?

First, you have to realize that *Star Wars* isn't hard science fiction. Those who write the movies and novels don't worry too much about scientific accuracy, and neither should you. Anything is possible, as long as it makes for a good story and the special effects look cool.

Star Wars isn't superscience, either. Characters and story are more important to a *Star Wars* adventure than the newest gizmo—though cool equipment does have its place. But technology never overshadows the human elements. So although characters might routinely have to buy and repair equipment, they don't usually have to invent new gadgets to save the day and defeat the enemies of the Republic. Whatever they need probably already exists in the universe.

Here are some tips to help the GM incorporate the key elements of space fantasy in an adventure.

Plenty of Action

In a space fantasy story, there's a lot of action, including combat, chases, and dramatic conflict. Events happen fast and furiously, and they usually involve a lot more reaction than planning. So the Gamemaster should never let the heroes stand around quietly for too long—that's not in the spirit of space fantasy.

Opportunities for Combat

Every adventure should have at least one combat scene, plus the potential for several more. Combat is action, and it's usually more exciting for characters to blast their way out of trouble than to talk an enemy into surrendering—although the latter can be fun as a change of pace.

So be prepared. Every scene you present may erupt into combat, and that's okay. After all, that's space fantasy—that's *Star Wars*!

Cool Villains

In most cases, the heroes are good guys and the villains are exceptionally evil. But they're also cool! Nothing makes an adventure more memorable than a nasty, evil, powerful, and ultimately cool villain who threatens the heroes and opposes them at every turn.

Of course, not every villain the characters face has to be super-cool. Minor opponents and lackeys of major villains are often weak, cowardly, and even outright stupid. (They may still be dangerous—in large numbers, even weak opponents can seriously threaten a group of heroes.)

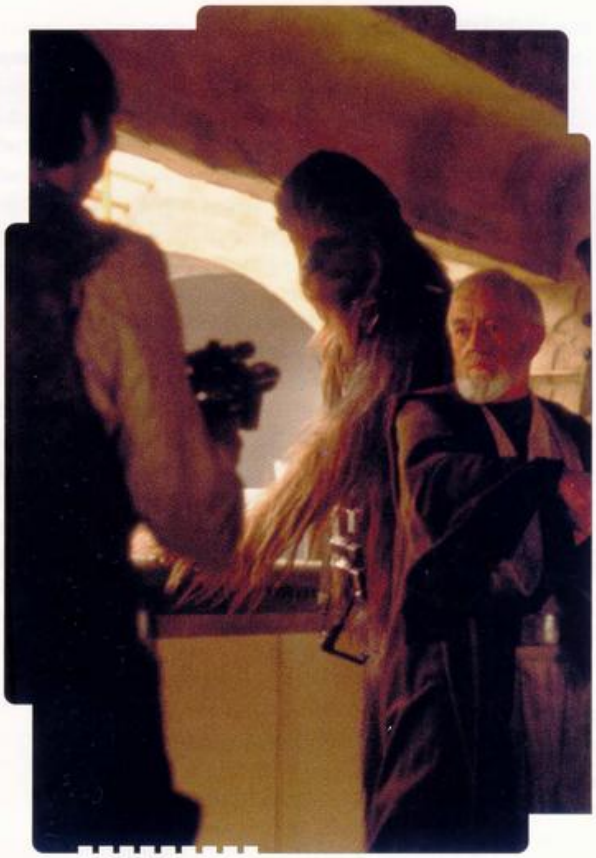
Epic Plots

In space fantasy, everything is bigger, better, and larger than life. Overwhelming odds, galaxywide conspiracies, unthinkably large armies, planet-destroying superweapons, masters of ultimate evil—these elements are present on a grand scale in every *Star Wars* adventure. Heroes rescue planets from total destruction, cross light-years of distance in a heartbeat, and battle weapons the size of small moons as they struggle to save the galaxy.

Clear-Cut Motives

In most cases, space fantasy presents the epic conflict of good versus evil. The good guys clearly have the best interests of the galaxy at heart, while the bad guys simply want to conquer or destroy it. There's room for the occasional shade of gray, but in general you know that Darth Maul and Darth Sidious are EVIL, and that Qui-Gon Jinn and Obi-Wan Kenobi are GOOD.

So when the heroes encounter a band of pirates, they know they're facing vile thugs who like to hurt people and accumulate wealth (usually by hurting people). And when they encounter battle droids, they know there's no use trying to talk sense into them. They'll have to blast or be blasted!



a fair amount of GM intuition, which becomes simpler as you become more familiar with your players and their heroes. After a few adventures, you should have relatively little difficulty in estimating appropriate encounters for your adventures.

Simple Encounters

A simple encounter expends about 10% of the heroes' resources—vitality points, ammunition, etc. The heroes should be able to overcome several simple encounters before needing to rest for more than an hour or two. As a general guideline, about 25% of all encounters in a typical adventure should be simple. If the heroes have significant time to rest between encounters, the percentage of simple encounters should drop to 10% or so.

A typical simple encounter involves a single nonheroic character two levels lower than the heroes, or a pair of them four levels lower than the heroes.

Challenging Encounters

Most encounters are challenging encounters. They should expend about 20–25% of the heroes' resources. Some wound damage is likely, but significant wound damage should be rare. After four encounters of this type, the heroes will need to rest for several hours, if not a day or two. As a general guideline, about half of all encounters in a typical adventure should be challenging.

A typical challenging encounter would be a single GM character of the same level as the heroes, a pair of GM characters two levels lower than the heroes, or four GM characters four levels below the heroes.

Table 12-1: Sample Encounters

Code	Simple	Challenging	Extreme	Samples
A	1–2	n/a	n/a	2 1st-level Thugs 1 1st-level Scout
B	3–5	1–2	n/a	1 2nd-level Scoundrel 2 2nd-level Thugs
C	6–8	3–5	1–2	1 4th-level Scoundrel 2 2nd-level Soldiers
D	9–11	6–8	3–5	1 7th-level Scoundrel Trap: 7d6 damage
E	12–14	9–11	6–8	1 10th-level Soldier 1 8th-level Sith Warrior
F	15–17	12–14	9–11	4 9th-level Fringers 1 13th-level Dark Jedi
G	18–20	15–17	12–14	1 16th-level Dark Jedi 2 14th-level Soldiers
H	n/a	18–20	15–17	1 19th-level Scoundrel 4 15th-level Soldiers
I	n/a	n/a	18–20	2 20th-level Dark Jedi

A challenging encounter for a group of heroes of a specific level is only a simple encounter for a group of heroes of two or three levels higher.

Extreme Encounters

The extreme encounter is a typical "climactic" encounter for an adventure (or a chapter of a long adventure). An extreme encounter should expend up to 50% of the heroes' resources. Heroes who don't act wisely risk serious injury or death. No more than one-quarter of the encounters in an adventure should be extreme unless the heroes have ample time to rest and recover. If the adventure allows long rest periods between encounters, the percentage of extreme encounters can rise to 50% of the total number of encounters in the adventure.

A typical extreme encounter would include a single GM character two levels higher than the heroes, a pair of GM characters at the same level as the heroes, or a group of four GM characters two levels lower than the heroes.

An extreme encounter for a group of heroes of a specific level is only a challenging encounter for a group of heroes of two or three levels higher, and merely a simple encounter for a group of heroes four to six levels higher.

Challenge Codes

A Challenge Code is a letter that indicates the relative difficulty of an encounter. A Challenge Code B encounter, for instance, is more difficult than a Challenge Code A and less difficult than a Challenge Code C.

To find the appropriate Challenge Code for an encounter, first determine how difficult you want the encounter to be (simple, challenging, or extreme). Then find the average level of the heroes in that column of Table 12–1: Sample Encounters. The Challenge Code of that row is the appropriate code for that encounter.

Example: Brian wants to create a challenging encounter for a group of 4th-level heroes. Using the Challenging column, he finds the appropriate level range (3–5) and checks the row (Code C). He now knows to create a Challenge Code C encounter.

Noncombat Encounters

While battles between the heroes and dangerous opponents are relatively easy to gauge, encounters that don't involve combat can be every bit as rewarding to the heroes. You could award experience points for solving a puzzle, surviving a trap, learning a secret, convincing an NPC to help, or escaping a foe. Traps, puzzles, and roleplaying encounters can qualify as encounters, but rating their difficulty requires more work by the GM. The difficulty of a noncombat encounter is measured by its Challenge Code.

Hazards can vary significantly. A hazard might be a ticking time bomb, a raging snowstorm, or the crushing walls of a trash compactor. A hazard's Challenge Code depends on the total damage it inflicts, as noted on Table 12–2: Hazard Encounters. Since some hazards can be navigated without actually suffering damage (for instance, by disarming the bomb before it explodes), overcoming the challenge of a hazard involves "encountering" the hazard and surviving it, regardless of how much damage is actually inflicted.

Note that two damage listings are included for each code. The first is a hazard's one-time damage (such as an exploding bomb). The second is for hazards that deal damage over a period of time (such as exposure to great cold). This assumes that the heroes are potentially exposed to the hazard for at least two of the time intervals listed (otherwise use the code for one-time damage). Hazards that inflict less than 1d6 points of damage per minute probably shouldn't be treated as an "encounter," but simply as an environmental condition.

Table 12-2: Hazard Encounters

Code	Hazard Damage
A	1d6 or 1d6/minute
B	2d6 or 1d6/five rounds
C	4d6 or 1d6/round
D	7d6 or 2d6/round
E	10d6 or 3d6/round
F	13d6 or 4d6/round
G	16d6 or 5d6/round
H	19d6 or 6d6/round
I	22d6 or 7d6/round

Other noncombat encounters—such as breaking a secret code or fast-talking a diplomat—can be assigned a Challenge Code based on the difficulty and the risk entailed by failure. When such an encounter requires one or more skill checks, the DC of the check(s) can give the GM some guidance, but even then he must rely on his own best judgment. See Table 12–3: Miscellaneous Encounters for guidelines.

Use the "DC (single)" column when only a single skill check is required to resolve the encounter. Consult the "DC (multiple)" column when two or more skill checks (whether by a single hero or more than one hero) are required to resolve the encounter.

Table 12-3: Miscellaneous Encounters

Code	DC (single)	DC (multiple)
A	15	10
B	18	13
C	21	16
D	24	19
E	27	24
F	30	27
G	33	30
H	36	33
I	39	36

Most noncombat encounters should be simple or challenging. Only in very rare circumstances should a GM use a noncombat encounter as an extreme encounter, and such encounters should always have very high levels of risk for the heroes.

What Isn't an Encounter?

Not every interaction or activity of the heroes qualifies as an encounter. Attending a treaty negotiation, talking with a trusted contact, or buying a starship—while appropriate and useful activities for the campaign—probably don't represent any real risk to the heroes, and therefore don't qualify as encounters.

On the other hand, any of these examples could become an encounter if the Gamemaster included elements of risk or danger within them. For instance, the heroes' participation in a treaty negotiation might require them to make a number of difficult Diplomacy checks, for which failure might result in serious repercussions to the campaign (or even a simple brawl). If the meeting with the heroes' trusted contact occurs in a crowded bar full of stormtroopers, where any misstep could result in arrest, that would constitute risk. If the heroes were buying a starship from a surly Toydarian looking for an excuse to pull out his blaster, that might well qualify as an encounter. Ultimately, it's up to you, the Gamemaster, to determine what is or isn't an encounter in your *Star Wars* campaign.

Building an Adventure

The *Star Wars Roleplaying Game* categorizes adventures as short, medium, or long. This describes the average number of encounters in the adventure, the number of typical 3–4 hour sessions required to run the adventure, and the average experience point award for the adventure (see Awarding Experience, page 205).

Short adventures usually have a simple, straightforward goal, such as traveling from Otoh Gunga to Theed through the planet core of Naboo. A short adventure generally has three to five encounters. One or two of these encounters should be simple, with a similar number of challenging encounters. No more than one encounter in a short adventure should be extreme, and it's not necessary to have an extreme encounter at all. A typical short adventure shouldn't allow significant resting periods; if it does, consider replacing one of the challenging encounters with an extreme encounter. Short adventures are ideal for a single 3–4 hour playing session.

Medium-size adventures represent significant missions for the heroes, but generally don't encompass large-scale events. An example of a medium adventure would be the rescue of Han Solo from Jabba the Hutt in *Return of the Jedi*. Medium adventures typically have six to ten encounters. Half of the encounters in a medium adventure should be challenging, with the remainder being evenly distributed between simple and extreme encounters. A medium adventure should last two or three sessions.

Long adventures usually involve significant, even epic storylines. The destruction of the second Death Star in *Return of the Jedi* would be a long adventure. Long adventures have twelve to fifteen encounters. Sometimes a long adventure may actually be a collection of short adventures or "chapters" allowing the tension to build through two or three "climactic" encounters (which should be extreme encounters). As with a medium adventure, the typical long adventure should be about 50% challenging encounters, with the remainder split between simple and extreme encounters. Depending on the heroes' ability to recuperate between encounters, this remainder might be evenly distributed between these two types or slanted toward one or the other. The long adventure will usually last four or more playing sessions.

Of course, these are only guidelines, and the adventures of your campaign may not fit neatly into these categories. Still, it's important to have clear starting and ending points within the larger storyline of the campaign, as these provide clear markers for the heroes' progress and accomplishments.

What Makes an Adventure Exciting?

Creating a memorable adventure requires more than just an interesting plot or a grand finish. Remember that in most cases, the heroes won't be able to see the behind-the-scenes machinations of the villain or the clever plot twists that occur on the bridge of the Imperial starship. While you want your adventures to feel like they could come from a movie, you can't always rely on the same tricks that the moviemakers use. Here are a few tricks to help you keep your adventures memorable and exciting.

Intriguing Interactions

Too often, players (and Gamemasters) can see an adventure as little more than a string of firefights separated by "talking." This shortchanges one of the most compelling parts of a roleplaying game: playing a role. In addition to creating interesting characters (see Incorporate Interesting GM Characters, page 206), the GM must treat these characters as more than just cardboard props to be interacted with and then discarded.

In general, the Gamemaster runs a GM character just as a player would run a hero—you take whatever actions the character would take, assuming the action is possible. That's why it's important to determine a GM character's general outlook and characteristics ahead of time if possible, so you know how to play the character properly.

When a GM character is dealing with heroes, the GM determines the characters' attitude, and a hero may try to use Charisma to influence this attitude, as described in the table on the next page.

The GM should choose the attitude of GM characters based on circumstances. Most people met by the heroes are indifferent. Most guards are indifferent but suspicious because that's

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Starting Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20

what's expected of them. It is possible to alter another's attitude with a Diplomacy check (or a Charisma check if the hero doesn't have any ranks of Diplomacy). The closer to the middle someone is, the easier it is to improve their attitude. (It doesn't take a roll, just the right words and deeds, to turn someone more hostile.) Note that a low roll can make the character less favorably inclined toward the hero. In general, a hero cannot repeat attempts to influence someone.

The Friendship skill (a Force-based skill) can also be used to alter a target's attitude. It works the same way as Diplomacy, except that it also functions on animals and requires no communication.

Note also that should it come up, a GM character can use this to influence another GM character. Heroes, however, can never use this rule to influence hero attitudes—the players always decide those.

Worthy Adversaries

While it's all well and good for the heroes to mow through a few ranks of battle droids or stormtroopers during an adventure, this type of encounter grows tiresome quickly. Be sure to include competent adversaries for the heroes to encounter, whether as common enemies, archvillains, or even occasional foils. Villains and Enemies, page 206, has details on how to run such characters, but you also must make sure that the adversaries stack up well to the heroes.

An easy mistake is making an adversary too powerful, believing that the heroes will have it "too easy" unless their opponent is another Darth Vader. Not every opponent has to be a Dark Lord of the Sith. An intelligently played enemy can often seem much more powerful than he appears on paper.

In the same vein, nothing is more disappointing than a climactic battle with a villain who turns out to have a glass jaw. If you know that your villain will face the heroes in combat, make sure he can stand up to them (or has plenty of assistance from underlings).

Exciting Combats

One reason that the lightsaber battles in the *Star Wars* movies are so exciting is that they tend to take place in interesting locations. From a pitched combat on a narrow ledge above a Cloud City airshaft to a death duel interrupted by leaps between platforms and opening and closing energy fields, these elements add twists to traditional combat scenes.

While any combat can be exciting, you should occasionally have the heroes face opponents in a nontraditional setting. Sometimes mounted combat (or aerial mounted combat) can provide a change of pace. Underwater settings can be interesting as well. A short list of other suggestions appears below; for even more ideas, look to the *Star Wars* movies, novels, and comics, as well as to The Environment, on page 216.

Captivating Descriptions

The players take all their cues from you. If you describe something incompletely or poorly, the players have no chance of understanding what's going on in the game world. While this is important all the time that you're running a game, it's crucial that you do it well during combats.

Your descriptions of each action that occurs, the location of all important objects and participants, and the general environment are all crucial to the players' abilities to make intelligent decisions for their heroes. Thus, you need to be clear about everything. Allow the players to ask questions and answer them as concisely as you can. Refer to each character they meet distinctly. If you call each character "that guy," the players will never know what you mean. If a creature attacks, describe its bite or claws so the players understand what the beast is doing.

If the players do not seem to have understood something that you said, say it again. Sometimes important points are lost with lots of new description. What's the worst that can happen? The players might be reminded how important the

Factor	Game Effect
Pits, chasms, bridges and ledges	Heroes can attempt to push opponents, or can leap from ledge to ledge
Fog	20% concealment for everyone involved
Whirling blades or giant, spinning gears	Heroes must make DC 13 Dex checks each round or suffer 6d6 points of slashing or crushing damage
Steam vents	One random hero must make a DC 15 Dex check each round or suffer 3d6 heat damage
Raising or lowering platforms	Heroes can only melee opponents on the same level, platforms change level every other round
Swamp or marsh	Speed is halved, and dropped items may become lost
Ice or other slippery surfaces	Heroes must make DC 10 Dexterity checks each round or fall down, and then use a move action to stand.

Action	Description
Charging	"He lunges forward at full speed, eyes full of violence."
Full defense	"She raises her weapon and watches your attacks closely, attempting to parry each one."
Covering with ranged weapon	"He's got his blaster trained on that area, and he's obviously waiting for something."
Using the Force	"With a furrowed brow, she calls upon some power within herself, using her great will and inner strength."
Delaying	"She's looking around, sizing up the situation, and waiting to react."

statement is, and act accordingly.

When a character or hero moves, add background details. When a GM character uses an object, describe the object. "The Dark Jedi slashes at you with his lightsaber" is much better than "he hits you for 7 points of damage." Use combat actions to describe things, thus giving the players more information, like "He charges toward you, but you notice that he's limping."

Further, your descriptions control the flow and flair the encounter has for the entire group. If you speak quickly and intently, it lends intensity to the action. If your words seem frantic, it will make the scene seem frantic and desperate.

Sometimes it's effective to add a little pantomime to your descriptions. If a hero's opponent raises his lightsaber above his head to attack the hero, raise your hands as if you are grasping the weapon's hilt. When someone takes a terrible hit in battle, flinch or recoil with a momentary look of mock pain. If the heroes are fighting a large creature such as a rancor, stand up when the rancor takes his actions, looking down at the seated players.

Sometimes it's hard to avoid simple descriptions. ("You miss. He hits. You take 12 points of damage.") Sometimes, that's OK. Giving long verbal descriptions can get tedious; the game effects are the important thing. However, that's the exception, not the rule. Most of the time, add at least a little flavor to your descriptions. ("He ducks and blasts you for 12 points of damage.") It's usually better in a descriptive way to talk about dealing damage rather than taking damage. "Its claws rake for 8 points" is at least somewhat interesting, but "you take 8 points" describes nothing.

Remember that an attack that deals damage only to a hero's vitality points doesn't actually inflict any physical injury—other than perhaps a few singed hairs or a bruise—and that an attack that does not inflict damage is not always a miss. Heavily armored heroes are frequently hit, but their armor protects them. If you say, "The Ewok's club glances off the stormtrooper's armor," it not only describes the action, but makes the player feel justified in his choice to tote a blaster rather than a wooden club.

Describing Character Actions

When a GM character takes a combat action, the players sometimes need to have a clue what's going on, both in the fictional reality of the game and in terms of the game's mechanics. This means that when a battle droid with a blaster rifle is readying an action to shoot at anyone who comes through a door, the players have a pretty good idea that if they move through that door, they'll get shot. (Assuming, of course, that their heroes can see what's happening.)

This means that you need to think about what various actions look like while they're happening. If you were all watching the combat in a movie, what would you see when a hero swings a lightsaber, summons the power of the Force, or does something else that none of you have ever seen a real person do? Be dramatic, and describe the action fully. Avoid explaining too much, however—that slows down the flow of the action. Be consistent as well, because your words are not just description, they're cues that the players will use to make game decisions. If the last time someone used Enhance Ability, you said the character could feel "the Force flowing through him," use that description (or that same kind of description) again. If that means that pretty soon your players listen to your description and say, "Ooh, the Sith disciple must be using Affect Mind against that Rodian," you have accomplished something good, not something bad. That indicates that the players have learned your verbal cues to using the Force (just like the average movie audience). Not only does that allow them to make good decisions based on your description, but it also lends an air of consistency and believability to the fictional world you are creating.

Some actions, along with a sample, short, verbal description, are given at the top of this page.

Awarding Experience

Experience points measure a hero's accomplishments. They allow a hero to gain levels, and therefore become more powerful.

The Gamemaster awards each hero experience points (XP) at the conclusion of each adventure. This represents the fact that the heroes have learned from their adventure, and (probably) have time to reflect on their experiences and train in their skills.

The number of XP awarded is based on the length of the adventure and the average level of the heroes who participated. In each case, the base XP award is multiplied by the average hero level, then divided between all the heroes who participated.

Adventure Length	Base XP Award
Short	1,000 XP
Medium	2,000 XP
Long	4,000 XP

For instance, a group of four 2nd-level heroes who completed a short adventure would gain 500 XP apiece (base award 1,000 XP, multiplied by 2 for the heroes' average level, then divided by 4 for the number of heroes participating). If the same group of heroes completed a long adventure, they would each receive 2,000 XP (base award 4,000 XP multiplied by 2 and divided by 4).

On average, four short adventures, two medium adventures, or a single long adventure should provide sufficient XP to advance a group of four heroes one level.

If the Gamemaster tinkers with the basic guidelines set out earlier in this chapter, he may also wish to alter the base

XP award for the adventure. For instance, a short adventure that substituted challenging encounters for the simple encounters suggested might be worth up to 50% more than the listed value. If you find yourself doing this very often, however, it probably means that your adventures are too difficult or that you're awarding too many XP.

Other Rewards

In addition to experience points, there are many other kinds of rewards a GM can include in an adventure.

Money

Depending on the style of your campaign and the mentality of the heroes, cash rewards may or may not make up a significant part of the game. Mercenary heroes may need extra credits much more than heroes financially supported by the Jedi Council or the Rebellion. Even the noblest hero occasionally needs extra credits to replace broken equipment or fix a faulty hyperdrive.

Equipment

Depending on the nature of the mission, the heroes may acquire items that they can keep after the mission is over. For instance, heroes who thwart a band of space pirates might be able to keep the ship they captured during the adventure. The Gamemaster should take care to ensure that this doesn't get out of hand. After all, *Star Wars* is about heroism, not looting.

Reputation

You can't put it in the bank, but many heroes enjoy and even pursue fame and notoriety. Each hero's Reputation will naturally increase as she gains levels, though bold actions can increase the gain. See Reputation, page 106, for more information.

Ranks, Titles, or Honors

Politicians, military officers, and royalty often acknowledge the services of powerful heroes by granting them ranks, honors, or titles. These awards sometimes come with gifts of money or land, memberships in elite orders, or with medals, signet rings, diadems, and other symbolic items.

How to Build a Campaign

The term "campaign" refers to the ongoing game created by the Gamemaster, a linked set of adventures or missions that follow the escapades of a group of heroes. A campaign might have a single ongoing storyline—such as the overthrow of the Empire—or several, shorter plots. The "classic" trilogy (*Star Wars*, *The Empire Strikes Back*, and *Return of the Jedi*) is an example of a campaign with a single ongoing storyline. In this "campaign" we follow the adventures of a central group of heroes—a group that changes slightly over time as individual heroes come and go—who generally work together to accomplish their goals.

Building a good *Star Wars* campaign is more than just stringing together a bunch of adventures, though. The guidelines below should help the Gamemaster create a rich, immersive campaign that is fun for both the players and the GM.

Create a Context

Before any other campaign-building task, you should decide the context in which the players can place (and play) their heroes. While this context doesn't have to be obvious to the players at the beginning of the campaign (and indeed can change as play goes on), it greatly helps the Gamemaster in designing adventures and goals for the game.

Of course, this context will vary dramatically based on the era you've chosen to set your campaign in. A plotline appropriate to heroes of the Rebellion Era may well be out of place in the days of the Old Republic. A variety of context options exist for the *Star Wars Roleplaying Game*, a few of which are listed below:

- Rebels plotting the overthrow of the Galactic Empire
- Loyal Imperials plotting the destruction of the Rebellion
- Envoys of the Jedi Council searching for evidence of the Sith
- Diplomats working for the Galactic Senate to foster peace and harmony in the galaxy
- Representatives of the New Republic charged with hunting down remnants of the Empire
- Private traders looking to gain wealth and influence
- Members of a mercenary team willing to work for the highest bidder

Incorporate Interesting GM Characters

It's your job to portray everyone in the galaxy who isn't one of the heroes. These people are all your characters, running the gamut from the feisty Jawa who sold the heroes their astromech droid to the foul Sith Lord out to destroy the Rebellion, or the Hutt crimelord holed up in the Tatooine desert. The vast majority of folk don't care about the heroes unless the characters have established significant reputations for themselves (see Reputation, page 106).

Most people go about their own lives, oblivious to the actions of the heroes and the events around them. Common people who they meet in a town won't notice them as being different from anyone else unless the heroes do something to draw attention. In short, the rest of the galaxy doesn't know the heroes are in fact, heroes. It either treats them no differently from anyone else, gives them no special breaks (or special penalties), or gives them no special attention whatsoever. The heroes have to rely on their own actions. If they are wise and kind, they make friends and garner respect. If they are foolish or unruly, they make enemies and earn the enmity of all.

As you run your campaign, you need to portray all sorts of characters. Use the following tips for creating and controlling interesting characters.

Villains and Enemies

Villains and enemies provide an outlet for play that is unique to being a GM. Running the foes of the heroes is one of your main tasks, and one of the most fun responsibilities. When creating enemies for the heroes, keep the following in mind:

Plausible Villains: Flesh enemies out. Give a fair amount of thought toward why enemies are doing what they do, why they are where they are, and how they interact

with all things around them. If you think of them as just bad guys for the heroes to kill, so will your players.

Intelligence: Bad guys don't have to be stupid. Make the enemies as smart as they really would be—no more, no less. An average Trandoshan might not be the best strategist, but Hutts are very intelligent and usually have schemes and contingency plans.

Don't Be Afraid to Make Them Evil: Evil is evil. Don't hesitate to make the villains truly evil. Betrayal, devious lies, and hideous acts all make them more rewarding to defeat.

Evil Is Not All-Pervasive: Not all foes are evil. Sometimes even good-meaning characters might oppose whatever the heroes are doing, since not all good people agree on everything. Sometimes it's interesting to face an opponent who you don't want to (or just can't) kill outright.

Special Situation—The Prisoner Dilemma: What should the heroes do with enemy prisoners? If a foe surrenders, the players immediately face a quandary. Do they spare the lives of their evil foes or put them to the lightsaber? What's the greater wrong, killing something evil or letting it live to commit more evil acts? In some campaigns or locales in a campaign world, bounties are paid for living prisoners. The prisoners' friends can also offer ransoms to get them back alive. These two facts can help players decide what to do with prisoners. You might also give some indication, usually through other allied characters, what the accepted course of action is, at least for the system where the heroes are adventuring. Although you should play GM characters as appropriately as you can, don't make the players face a prisoner dilemma unless you're sure it's necessary.

Villains

The diabolical Sith Lord, the evil Imperial officer, the corrupt system governor, the infamous bounty hunter, the scheming crimelord—the possibilities for intelligent villains are endless. They make for some of the most memorable and hated foes. A well-played villain can become a recurring character who is a constant thorn in the side of the heroes. You can create a villain who the players love to hate.

Tips for well-played villains include the following:

Use Lackeys: Don't have the villain confront the heroes herself unless you have to. Eventually, they will want to take the fight to her, but she should use underlings, employees, bodyguards, and other lackeys to fight them for her whenever possible. But don't deny the heroes the satisfaction of eventually having the opportunity to defeat her.

Be Sneaky and Resourceful: Use all available options to foil the heroes. If it's possible for a villain in your campaign to have a rogue Jedi on the payroll, don't overlook the option. If the villain is a noble, he can call in favors just as easily as a hero can. The basic idea to keep in mind is that for every ability the heroes might have, a villain can counter it with the right resource or ability.

Have an Escape Plan: Once the heroes have confronted the villain and foiled his plans, it's hard for him to get away. Heroes are notorious for dogging the heels of a villain who tries to escape. Use misdirection, disguises, secret passages, escape pods, and swarms of underlings to aid in the villain's escape.

Take Hostages: Put the heroes in a moral dilemma. Are they willing to attack the villain if her troops are prepared, on her command, to slay innocent victims they've captured?

Fight on the Villain's Terms: Don't fight on the heroes' terms. A smart villain fights the heroes only when he has to and only when he's prepared (and preferably when the heroes are weakened or unprepared).

Allies

Most allies provide assistance to the heroes in the form of information, resources, or safe places to hide from the Empire. These allies may be friends, relatives, school chums, former co-workers, or anyone the heroes have met during their adventures. The Gamemaster should plan such characters in as much detail as necessary for the campaign. At the very least, a name, species, and personality should be included in the GM's notes. Allies will have attitudes of Friendly or Helpful toward the heroes.

On rare occasions, heroes may have allies who will join them on their missions. This is most useful when the group of heroes is small or doesn't cover the requisite skills for an adventure. Either the Gamemaster or one of the players can run this type of GM character. Be careful not to overuse them, as you don't want the players (and their heroes) to become reliant on them.

Animals

Animals and other low-intelligence creatures compose a special category of GM characters. They don't act like intelligent creatures. Instead, they're driven by instinct and need.

SOMETIMES YOU JUST HAVE TO BLOW THINGS UP . . .

Hunger and fear, for example, motivate animals. They are occasionally curious, but are usually looking for food. When setting up encounters with animals and low-intelligence creatures, remember to develop some sort of ecology. A hundred Gungans might organize themselves together in one area, but a hundred wampas never would unless an intelligent, outside force was compelling them to do so somehow. An intelligent, organizing force often helps to explain the presence of creatures in amounts or locations that their natural inclinations can't explain.

Animals and low-intelligence monsters want to eat, be safe, and protect their young. They're not thrilled about competition for food, but only the most belligerent attack for no other reason than that.

These creatures make great foes for heroes, since there are few moral issues brought to bear by slaying a wampa or a rancor. Thus, even though in the real world, Humans are a poor choice of prey for most animals, assume that most predators in the campaign don't mind, or even prefer, to hunt and eat intelligent creatures, providing opportunities for heroes to fight them in your campaign.

Build on Campaign Events

Once you've finished setting up the campaign, don't think your work is done! Without a living, reactive environment, even the most exciting context will become stale. Use what's come before and prepare for what's still coming. That's what makes a campaign different from a series of unrelated adventures. Some strategies for maintaining a campaign by building on the past include using recurring characters, having the heroes form relationships beyond the immediate adventure, changing what the heroes know, hitting them where it hurts, preparing the heroes for the future, and foreshadowing coming events.

Recurring Characters: While this includes Tarnree, the bartender who's there each time the heroes visit Mos Eisley, it extends to other characters as well. The mysterious stranger they saw in a back alley of Coruscant reappears on Naboo, revealing his identity and original intentions. The rogue officer responsible for inciting mutiny returns, this time with a pirate crew at his command. The other Jedi the heroes beat out for a prime position as Council Envoy shows up again, after he has turned to the dark side. The scoundrel who helped the heroes free the princess returns just in time for a climactic battle. Overused recurring characters can make things seem artificial, but when you reuse existing characters judiciously, it not only lends realism, but also reminds heroes of their own past, reaffirming their place in the campaign.

Form Relationships Beyond the Adventure: The heroes make friends with a local bartender and visit him every time they are in town, just to hear another of his jokes. A hero falls in love with a princess, and eventually, they marry. Old Yaris, a retired soldier, looks upon the heroes as the children he never had. The Gungans of Otoh Gunga deliver a present to the heroes every year on the anniversary of the characters' heroic victory over a battle droid army. These relationships flesh out a campaign.

Change What the Heroes Know: The Senator of Corulag is replaced by a usurper. The once-dangerous trade routes are safe now, thanks to increased patrols. A powerful group of corsairs defeats most of the pirates in the area. Change a few details that you have already established. You establish both what the players know now and what they knew before more firmly in their minds. They'll also be intrigued to know why things changed.

Hit Them Where They Hurt: If a hero makes friends with the bartender in town, then rule that his son was among those kidnapped when the Imperials attacked. If the heroes really enjoy visiting Mos Espa, put Mos Espa in the path of the worst sandstorm in memory. Don't overdo this, or the heroes will never grow attached to anything, for fear that it will put that thing in danger. This strategy works as a powerful motivator when used in moderation.

> "This station is now the **ultimate power in the universe.**"
>
> — Admiral Motti

Prepare the Heroes for the Future: If you know that later in the campaign you want to have an order of Dark Jedi rise up from secrecy and begin hunting Jedi, foreshadow that event beforehand. Have the heroes hear rumors about Dark Jedi, or even see evidence of them on an unrelated adventure long before they hunt down and destroy Jedi. It will make the later adventure much more meaningful. Threading information into previous adventures while hinting at future events helps weave a campaign into a whole.

Foreshadow Coming Events: If the Noghri that the heroes befriend speak about a Dark Jedi, and the heroes hear from Jedi prophecy the occasional tale of a "rise of darkness," they will be better prepared to stop Dark Jedi in a future adventure. They might even follow up on the leads you plant before you ever initiate the adventure.

Prestige Classes

Two words terrify outlaws and rebels everywhere: "bounty hunter." These single-minded, deadly mercenaries track their targets across windswept deserts, fetid swamps, and even the depths of space. The most infamous of these hunters are known across the galaxy. Even the least-experienced hired gun who dares call himself a bounty hunter is a being to be feared.

Nearly as famous as bounty hunters are infamous, the galaxy's finest starfighter pilots are true artists at the controls of a starfighter. The best among them can pull off stunts and maneuvers that would impress even a Jedi, becoming almost as one with the ships they control.

Bounty hunters and starfighter aces are two examples of prestige classes. Characters who qualify can choose a prestige class as a multiclass as they advance in level. Prestige classes allow GMs to create specific, exclusive roles and positions as classes. These special roles offer abilities and powers otherwise inaccessible to heroes, focusing them in specific directions. A character with a prestige class will be more specialized, yet perhaps slightly better than a character without one.

Characters cannot begin as a member of a prestige class. Abilities granted by prestige classes are inappropriate for beginning characters. They are acquired only by meeting the requirements specific to each example, which almost always require—in effect—that a character be at *least* mid-level (say, around 5th or 6th level). Additionally, there may be non-rules-related requirements that must be met in-game, such as group membership fees, special training exercises, quests, etc.

Prestige classes are purely optional, and always under the purview of the GM. Even though a few examples can be found below (and in upcoming products), they are idiosyncratic to each campaign, and thus many GMs may choose to not allow them or only use them for GM characters.

Creating Prestige Classes

Prestige classes are like regular classes, except that they have requirements that must be met before one can attain the class. There's one additional change: Normally, when a character multiclasses, he adds his Defense bonuses from all his classes together, then subtracts 2 for each additional class after the first. A character adding a prestige class does not subtract 2 from his prestige class Defense bonus. Instead, he gets the full bonus to Defense.

Requirements vary, but there are some general rules. Most characters should have a chance of working toward qualifying. Class and level, for example, are never used as a requirement. A prestige class based around being the "Emperor's personal guard," for example, wouldn't require a prospective character to be a soldier of a given level, even though they would be most appropriate. Instead, it might require a base attack bonus of +8. Thus, soldiers or Jedi guardians at 8th level could take up the prestige class, but other classes would qualify at 11th level. This requirement, in effect, then encourages certain types (and levels) of characters, but precludes none.

Sometimes, prestige classes can be created to be more discriminating. A "Rodian hunter" prestige class would require that the qualifying character be a Rodian. This sort of restriction further develops the differences in species and helps quantify the game world in very tangible ways.

Examples of good requirements include:

- Species
- Base attack bonus
- Number of ranks in a specific skill
- Specific feats, including specific weapon proficiencies or Force powers
- A minimum Reputation score
- Specific special abilities such as sneak attack (with a certain damage bonus), uncanny dodge, and the like.

Prestige classes should offer a number of special abilities, including at least some not available in any other way. Qualifying for a prestige class is difficult, and taking levels of the new class is a sacrifice, so the rewards should be substantial. When designing a prestige class, look to hero class special abilities and use them, modify them, and build upon them for guidelines. A prestige class should be at least as beneficial and powerful as a normal hero class, and—if the requirements are high—might even be more powerful. Always balance the power of a prestige class with its requirements. If the requirements dictate that a particular prestige class won't be available to heroes below 10th level, it can be better than one available to characters at 5th level.

Use prestige classes to establish and develop the following in your campaign:

Species Distinctions: Each species might have a number of different prestige classes, such as Wookiee treetop-hunters or Ithorian nature-keepers.

Cultural distinctions: If the Humans of a frigid ice planet ride wolflike creatures and work with them on their hunts, create a prestige class that allows a character to befriend the creatures, fight on wolfback, and so on.

Group Membership: Joining the Void Wing pirates, the Dark Star Hellions, or Rogue Squadron provides benefits for those who qualify. This is an obvious place to install a prestige class specific to your campaign.

Some examples of prestige classes follow.

Bounty Hunter

The bounty hunter capitalizes on the vendettas of others, tracking down fugitives for their enemies, their masters, or simply for justice. The best bounty hunters are the ones who can stay emotionally detached from either their employers or their quarry—although bounty hunters who hate their prey often make more spectacular kills.

Not all bounty hunters kill. Some employers reserve that pleasure for themselves, or plan to give the quarry a more or less fair trial. Some bounty hunters have reservations about

Table 12-4: The Bounty Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+1	+1	+1	+1	Target bonus +1	+1	+1
2nd	+2	+2	+2	+2	Sneak attack +1d6	+2	+1
3rd	+3	+2	+2	+2	Target bonus +2	+2	+0
4th	+4	+2	+2	+2	Sneak attack +2d6	+2	+1
5th	+5	+3	+3	+3	Target bonus +3	+3	+1
6th	+6	+3	+3	+3	Sneak attack +3d6	+3	+0
7th	+7	+4	+4	+4	Target bonus +4	+4	+1
8th	+8	+4	+4	+4	Sneak attack +4d6	+4	+1
9th	+9	+4	+4	+4	Target bonus +5	+4	+0
10th	+10	+5	+5	+5	Sneak attack +5d6	+5	+1

taking lives unnecessarily. Regardless of the bounty hunter's methods, the hero still has to produce the quarry in order to receive payment. Overkill is generally not a good idea.

Bounty hunters may not particularly respect others in their profession, but respect the profession itself. They don't take kindly to those of their ilk who make bounty hunting look bad. A bounty hunter who kills innocents indiscriminately, or who betrays an employer, is liable to find a contract on her own head. Conversely, a particularly successful bounty hunter who draws high-paying contracts away from the rest may discover that other bounty hunters will go out of their way to sabotage his jobs—or even kill him. At one time, organized bounty hunter guilds apportioned contracts and policed their membership. They dwindled in both power and organization during the rise of the Emperor.

In any event, few bounty hunters die of boredom.

Requirements: To qualify to become a bounty hunter, a character must fulfill all the following criteria:

Base Attack Bonus: +6.

Skills: Gather Information 5+, Intimidate 5+, Move Silently 5+.

Feats: Track.

Reputation: 6+.

Vitality: 1d10 per level.

Class Skills

The bounty hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Computer Use (Int), Craft (Int), Demolitions (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon Proficiency: The bounty hunter has the Weapon Group Proficiency feats for blaster pistols, blaster rifles, and simple weapons.

Target Bonus: Due to extensive study, the bounty hunter gains a +1 attack bonus against a chosen victim, usually a contracted target. The hero gets the same bonus on Bluff, Listen, Search, Sense Motive, and Spot checks when using these skills against or when tracking this specific target. The bonus goes up by 1 at every odd-numbered level (3rd, 5th, 7th, and 9th).

The target bonus normally applies only to a single individual. The player of the bounty hunter hero must announce the target before the game session begins. (Generally, this target should be someone the bounty hunter has taken a contract to track down.) Alternatively, the bounty hunter may select a small group as his target (a number of individuals up to his level in size), or a large group or species (such as the Rebellion, or Wookiees). In such cases, the bonus is one-half or one-third normal, respectively (round fractions down). Whatever the choice, it must be cleared by the Gamemaster.

Sneak Attack: Beginning at 2nd level, if a bounty hunter can catch an opponent who is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, any time the bounty hunter's target would be denied his Dexterity bonus to Defense (whether he actually has a Dexterity bonus or not), or when the bounty hunter flanks the target, the bounty hunter's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every two levels thereafter (4th, 6th, 8th, and 10th). See Table 8–7: Attack Roll Modifiers for combat situations in which the bounty hunter flanks an opponent or the opponent loses his Dexterity bonus to Defense.

Ranged attacks can only count as sneak attacks if the target is within 10 meters; the bounty hunter can't strike with deadly accuracy beyond that range.

A bounty hunter can only sneak attack creatures with discernible anatomies. (For example, a sarlacc lacks vital areas to attack.) Additionally, any creature that is immune to critical hits is also invulnerable to sneak attacks.

Also, the bounty hunter must be able to see the target well enough to pick out a vital spot, and must be able to reach it. The bounty hunter cannot sneak attack while striking a creature with concealment (see page 143) or striking the limbs of a creature whose vitals are beyond reach.

The bounty hunter's sneak attack bonus dice are cumulative with those gained by any other class (such as the scoundrel).

Crimelord

Whenever there's crime, there's ultimately one being in control: the crimelord. Few societies manage to eradicate crime altogether. In the underworld, someone always rises the top, either through vision, organization, or sheer intimi-

Table 12-5: The Crimelord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+0	+0	+1	+2		+1	+1
2nd	+1	+0	+2	+3	Resource access	+2	+1
3rd	+1	+1	+2	+3		+2	+0
4th	+2	+1	+2	+4		+2	+1
5th	+2	+1	+3	+4	Minions	+3	+1
6th	+3	+2	+3	+5		+3	+0
7th	+3	+2	+4	+5		+4	+1
8th	+4	+2	+4	+6	Exceptional minions	+4	+1
9th	+4	+3	+4	+6		+4	+0
10th	+5	+3	+5	+7		+5	+1

dation. The life of a crimelord isn't for the timid. After conquering an unseen empire, the crimelord wages a daily struggle not only to stay on top, but also to stay alive.

Of course, not every crimelord is bent on corrupting society and the making a profit. Some use their criminal connections to wage lucrative guerilla wars against tyrants and despots. Indeed, some of the lesser-known heroes of the Rebellion began as smugglers or pirates, and eventually rose through the ranks of their organization to finally provide a more noble direction for their groups' activities. Although some did so to remove an obstacle to making more money, others recognized that ridding the galaxy of the Empire's evil was a more important long-term goal.

Problematically, crimelords are notoriously bad at cooperating with one another. The head of any given criminal empire has as much to fear from a gang war as he does from internal dissent and ambitious underlings. Even those with altruistic intentions sometimes learn the hard way that their troops are more interested in power and wealth than saving the galaxy from greater evils.

Requirements: To qualify to become a crimelord, a character must fulfill all the following criteria:

Skills: Bluff 8+, Diplomacy 8+, Gather Information 8+, Sense Motive 6+.

Reputation: 8+.

Special: A crimelord must be considered infamous. See Reputation, page 106, for more information.

Vitality: 1d6 per level.

Class Skills

The crimelord's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), and Sense Motive (Wis).

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon Proficiency: The crimelord has the Weapon Proficiency feats for blaster pistols and simple weapons.

Resource Access: Beginning at 2nd level, the crimelord has access to an array of resources. Once per game session, the crimelord may make a Charisma check to use those resources during the game session.

The value of the resources gained equals the crimelord's class level times the result of the Charisma check times 20. Thus, a 4th-level crimelord who rolled a 17 would gain (4 × 17 × 20) 1360 credits' worth of resources. These resources can take virtually any form the crimelord chooses (within reason), and are his to do with as he pleases—he may keep them, use them, give them away, or sell them as he sees fit.

The resources gained arrive in the crimelord's possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where he chooses to make the check. For instance, a crimelord slogging through the swamps of Dagobah probably won't have access to many resources.

Minions: Beginning at 5th level, a crimelord can add his crimelord level to any Reputation checks made to attract followers (see Followers, page 106).

Exceptional Minions: Beginning at 8th level, the level limit of the crimelord's minions is twice his Reputation score.

Elite Trooper

The elite trooper represents an individual who has received advanced combat training. More than a mere soldier, the elite trooper is highly trained and capable of taking on any number of combat-related missions, such as guarding an important location, assaulting an enemy base, or participating in a stealthy insertion into enemy territory. He's a crack shot and, though trained in the use of armor, can easily operate without it if the situation warrants. And when the fighting gets particularly brutal, the elite trooper can dispatch foes hand-to-hand as easily as he does with a blaster.

Elite troopers exist in a variety of roles, but unlike Imperial stormtroopers—the "elite troops" of the Empire—they rely on skill and ingenuity more than sheer force and blind obedience to the Emperor's will. Thus, the best missions for them involve penetrating attacks deep behind enemy lines, or guerilla warfare conducted on enemy-held worlds—situations where versatility and sheer determination are the elite trooper's best armaments and armor.

Elite troopers are frequently recruited from the ranks of military organizations, though a rare handful are completely self-taught—and highly valued when the shooting starts. They are often put in charge of groups of lesser-trained soldiers, in hopes that some of their cunning will rub off on the rookies. At the very least,

Table 12-6: The Elite Trooper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+1	+2	+1	+1	Armor Proficiency	+1	+0
2nd	+2	+3	+2	+2	Weapon Focus	+2	+1
3rd	+3	+3	+2	+2	Uncanny dodge (Dex bonus)	+2	+0
4th	+4	+4	+2	+2		+2	+1
5th	+5	+4	+3	+3	Weapon Specialization	+3	+0
6th	+6	+5	+3	+3		+3	+1
7th	+7	+5	+4	+4	Uncanny dodge (can't be flanked)	+4	+0
8th	+8	+6	+4	+4		+4	+1
9th	+9	+6	+4	+4	Deadly strike	+4	+0
10th	+10	+7	+5	+5		+5	+1

their experience might keep the rookies alive long enough to become elite troopers themselves. Even so, everyone recognizes that the elite trooper's destiny will no doubt include a violent end—preceded by a lifetime of adrenaline-filled excitement.

Requirements: To qualify to become an elite trooper, a character must fulfill all the following criteria:

Base Attack Bonus: +8.

Feats: Dodge, Point Blank Shot, Precise Shot.

Vitality: 1d10 per level.

Class Skills

The elite trooper's class skills (and the key ability for each skill) are Climb (Str), Computer Use (Int), Demolitions (Int), Intimidate (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Treat Injury (Wis).

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon Proficiency: The elite trooper has the Weapon Proficiency feats for blaster pistols, blaster rifles, repeating blasters, simple weapons, and vibro weapons.

Armor Proficiency: At 1st level, the elite trooper gains proficiency in the use of light, medium, and heavy armor.

Weapon Focus: At 2nd level, the elite trooper gains Weapon Focus as a bonus feat.

Uncanny Dodge: Starting at 3rd level, the elite trooper gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 3rd level and above, he retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

At 7th level, the elite trooper can no longer be flanked, as he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This ability denies scoundrels and bounty hunters the ability to use flank attacks to sneak attack the elite trooper.

Weapon Specialization: On achieving 5th level, the elite trooper gains Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The elite trooper must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 10 meters, because the elite trooper can only strike precisely enough to hit more effectively at that range.

Deadly Strike: At 9th level, the elite trooper gains the ability to execute a deadly strike with any weapon he wields. Making a deadly strike requires a full-round action. (The hero can take a 2-meter step, but cannot make any other action or movement). The elite trooper uses his normal base attack bonus (including all relevant modifiers), with an additional +4 competence bonus on the attack. The threat range for a critical hit is doubled, and the attack also deals maximum possible damage (regardless of whether it is a normal or a critical hit).

Example: An elite trooper uses his deadly strike when firing a blaster pistol. The threat range for the critical doubles from 20 to 19–20. If he hits, the blaster pistol deals 18 points of damage (maximum value for 3d6), plus any bonuses for other feats or special abilities the hero has. (A critical hit deals 18 points of wound damage.)

Starfighter Ace

The starfighter ace is to starship combat what the elite trooper is to hand-to-hand fighting. Her arms and armor are the weapons and shields of a sleek starfighter soaring through space or shrieking through the atmosphere. A veteran of countless engagements, the starfighter ace has proven her skill again and again by virtue of facing the enemy and surviving—and making sure the enemy did not. She has several kills to her credit, some of which may be studied and discussed in training academies for their ingenuity and effectiveness.

For her part, the starfighter ace only feels truly alive in the cockpit, where she can pit herself against her peers in a life-or-death contest to see who is the better pilot. For some, the contest is enough, and they don't care whether they win or simply get away with their lives. For others, the important thing is the kill. The adrenaline surge they feel when finishing off an enemy brings them back again and again. The best starfighter aces learn to stop enemies without destroying them, but those aces are rare, and their exploits are legendary.

A starfighter ace usually sees action as part of a squadron. If she doesn't lead the squadron, it's only because the rest of the pilots are aces themselves. The squadron is often assigned to protect a capital ship—preventing the enemy's fighter squadrons from overwhelming the larger ship's defenses—but many squadrons are regularly assigned the dangerous "honor" of trying the same tactic on the

Table 12-7: The Starfighter Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+0	+1	+2	+1	Starfighter defense	+2	+0
2nd	+1	+2	+3	+2	Familiarity +1	+3	+1
3rd	+2	+2	+3	+2		+3	+0
4th	+3	+2	+4	+2	Familiarity +2	+4	+1
5th	+3	+3	+4	+3	Starfighter evasion	+4	+0
6th	+4	+3	+5	+3	Familiarity +3	+5	+1
7th	+5	+4	+5	+4		+5	+0
8th	+6	+4	+6	+4	Familiarity +4	+6	+1
9th	+6	+4	+6	+4	Improved starfighter evasion	+6	+0
10th	+7	+5	+7	+5	Familiarity +5	+7	+1

enemy's capital ships. In a few notable cases—the Rebel Alliance's famous Rogue Squadron, for example—the starfighter aces take on a myriad of targets, including groundside defenses, heavily defended cargo transports, battleships, and even the occasional enemy ace.

No matter the assignment, the starfighter ace accepts it eagerly. If she is to die, she wants to go down fighting.

Requirements: To qualify to become a starfighter ace, a character must fulfill all the following criteria:

Base Attack Bonus: +6.

Feats: Starship Pilot, Starfighter Dodge, Weapon Group Proficiency (starship weapons).

Skills: Pilot 10+.

Vitality: 1d8 per level.

Class Skills

The starfighter ace's class skills (and the key ability for each skill) are Astrogate (Int), Computer Use (Int), Knowledge (any) (Int), Pilot (Dex), Profession (Wis), Repair (Int), and Spot (Wis).

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon Proficiency: Starfighter aces have the Weapon Proficiency feats for blaster pistols and simple weapons.

Starfighter Defense: At 1st level, the starfighter ace may add his Defense bonus derived from his starfighter ace levels to the Defense of any starfighter-class vehicle he's piloting (such as an X-wing).

Familiarity: The starfighter ace gains a bonus on Pilot and Repair checks when used on a starfighter he designates as familiar. The same bonus is applied to the hero's attack roll whenever firing the starfighter's weapons. This bonus is +1 at 2nd level, and increases by 1 every two levels thereafter (4th, 6th, 8th, and 10th).

To designate a starfighter as familiar, the hero must have operated it for at least three months. A starfighter ace can only be familiar with one starfighter at a time.

Starfighter Evasion: At 5th level, the starfighter ace can make a Pilot check to lessen the damage inflicted by a successful hit against a starfighter-class vehicle he is piloting. If the Pilot check exceeds the attack roll, the damage inflicted to the pilot's ship is halved (round fractions down, minimum of 1 point of damage). The starfighter ace can make an evasion check once per round.

Improved Starfighter Evasion: At 9th level, the starfighter ace's starfighter evasion improves. A successful Pilot check negates all damage suffered by the attack.

Officer

Even the best-trained troops need someone to make decisions and provide direction. The officer fills that role, but also takes responsibility when the troops fail in their appointed tasks. They frequently also suffer the disrespect of their subordinates, who often see the uniform as a symbol of oppression. Many soldiers can't see the honor of the person inside the uniform. Very few officers earn the universal respect of their troops and their superiors, but to those who understand the concepts of leadership and valor, it often just comes naturally.

An officer must be comfortable in command, willing to make tough decisions when his men need guidance, and occasionally ordering individual soldiers to their deaths so that the unit can survive. A good officer learns to do so without hesitation, and only agonizes over his decision when lives are no longer at stake. The best officers don't let their distaste for life-or-death decisions paralyze them when their troops are counting on them. Those who can't find the courage to face such dilemmas rarely stay officers for long—though certainly, a few somehow manage to avoid the issue by shifting blame elsewhere.

Officers generally have command of about a dozen troops, with higher-ranking officers having larger forces, and the highest ranks commanding other officers. The officer is responsible for ensuring that the troops have a clear understanding of their objectives, the equipment they need to accomplish their objectives, and the leadership necessary to come back alive. In time, an officer may become a respected tactician, admired by allies and enemies alike.

Requirements: To qualify to become an officer, a character must fulfill all the following criteria:

Base Attack Bonus: +4.

Skills: Diplomacy 6+.

Reputation: 3+.

Special: Must belong to an organization with a military or paramilitary division. Examples include the Trade Federation, the Old Republic, the Galactic Empire, the Rebellion, and the New Republic.

Vitality: 1d8 per level.

Table 12-8: The Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+0	+1	+1	+1	Leadership	+1	+1
2nd	+1	+2	+2	+2		+2	+1
3rd	+2	+2	+2	+2	Requisition supplies	+2	+0
4th	+3	+2	+2	+2		+2	+1
5th	+3	+3	+3	+3	Tactics	+3	+1
6th	+4	+3	+3	+3		+3	+0
7th	+5	+4	+4	+4		+4	+1
8th	+6	+4	+4	+4		+4	+1
9th	+6	+4	+4	+4	Improved tactics	+4	+0
10th	+7	+5	+5	+5		+5	+1

Class Skills

The officer's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Sense Motive (Wis), and Speak Language.

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon Proficiency: Officers have the Weapon Proficiency feats for blaster pistols, blaster rifles, and simple weapons.

Leadership: By directing the actions of others, an officer can increase their chances of success. This requires a Diplomacy check (DC 10 + the number of allies to be assisted) and a full-round action. A success grants a competence bonus on all his allies' skill checks for 1 minute (or a single task if it requires more than 1 minute to complete). The bonus is equal to the leader's Charisma bonus. All allies to be affected must be within sight and voice range of the officer, and must be able to understand him.

Example: An officer with Charisma 16 is directing three allies in their repair work on a starship. By making a Diplomacy check (DC 13), he adds +3 (his Cha bonus) to each of the allies' Repair checks for the duration of the repair work.

Requisition Supplies: At 3rd level, the officer can requisition supplies for individual missions. The maximum value of the supplies assigned to the officer at any given time is equal to the officer's class level × his Charisma modifier × 1,000 credits. Thus, a 3rd-level officer with a Charisma of 14 could have up to 6,000 credits' worth of supplies (including weapons, vehicles, or any other equipment) assigned to him at any given time. A 10th-level officer with Charisma 18 could have up to 40,000 credits of gear "on loan" to him at any time.

In general, the officer should return requisitioned equipment in a reasonable time frame; however, no specific limits (other than the GM's discretion) are assigned. If any requisitioned equipment is lost or destroyed, its value counts as a permanent penalty to the officer's maximum value.

Tactics: Beginning at 5th level, an officer can use his tactical knowledge to direct his allies during a battle, thereby increasing their chances for success. By using his attack action, the officer can grant any one ally (not including himself) within range (see below) a competence bonus on attack *or* a dodge bonus to Defense and Reflex saving throws. The bonus is equal to the officer's Intelligence bonus, and lasts a number of rounds equal to 1d4 + the officer's Charisma modifier.

With a full-round action, the officer can grant the selected bonus to all of his allies (including himself) within range (see below). In this case, the bonus lasts a number of rounds equal to the officer's Charisma modifier.

All allies to be affected must be within sight and voice range of the officer, and must be able to understand him.

Improved Tactics: At 9th level, the officer requires less time to direct his allies. He can direct a single ally with a free action or all allies with an attack action. Despite this reduction, the officer can use improved tactics only once per round.

Gamemaster Characters

Chapter 3: Classes extensively describes adventurers, but what about the rest of the galaxy? Surely not everyone's a soldier, a scoundrel, or a Jedi. Characters who aren't heroes fall into two basic categories:

- Commoners, who don't have any levels and use the basic statistics given for their species; and

> "If money is all you love, then that's what you'll receive."
>
> — Princess Leia Organa

- Professionals, who have one or more levels in the professional classes listed below (diplomat, expert, or thug).

The professional classes (and commoners) provide enough distinction so that anyone that the heroes meet that isn't an adventurer can be created using these classes. A typical town of 200 people might look like this:

- 1 3rd-level diplomat serving as mayor (alternatively, he might actually be a 2nd-level noble)
- 1 3rd-level soldier constable
- 2 2nd-level soldier deputies
- 6 1st-level thugs amid the populace (often conscripted by the constable when the need arises)
- 1 3rd-level expert technician
- 1 2nd-level diplomat merchant
- 8 1st-level expert craftspeople and professionals of different sorts
- 3 1st-level diplomat traders, merchants, barristers, etc.
- 1 1st-level scout
- 1 1st-level scoundrel
- 175 1st-level commoners

Commoners

Common people run shops, farm fields, build homes, and produce (and transport) goods throughout the galaxy. Commoners usually have no desire to live the wandering,

CRITICAL HITS AGAINST GM CHARACTERS

When a commoner or professional suffers a critical hit, the character is immediately rendered unconscious and may die (reduced to 0 wound points, make a Fortitude save, DC 10).

dangerous life of a hero, possessing none of the skills needed to undertake the challenges heroes must face. They are skilled in their own vocations and make up the majority of the population.

The commoner has all of the abilities common to a member of his species; however, he has none of the abilities of a true 1st-level hero. The commoner has no bonus on attack, saving throws, or Defense. His Reputation is 0. He has no vitality points. He has skill points equal to (1 + Int mod) × 4, and has the class skills of Craft, Knowledge (any), and Profession. A commoner can have up to 4 ranks in any class skill or 2 ranks in a cross-class skill. The commoner is proficient with simple weapons. The commoner has no feats (except for the Human commoner's bonus feat).

Professionals

Presented below are the three professional classes: diplomat, expert, and thug. These classes aren't really very playable for heroes. They represent the rest of the people in the galaxy around the heroes: hardworking professionals who don't go on adventures or battle dangerous foes.

Treat these classes as you would any other. They get a feat at 1st level, a bonus feat every three levels, and an ability score increase every four. (Most professionals take noncombat feats such as Endurance, Fame, Skill Emphasis, or Track.) There is one exception to this guideline: Professionals have no vitality points. All damage inflicted to a professional is subtracted from his wound point total.

It's possible for professionals to multiclass—even into hero classes if you desire. Any character with even a single level of a hero class gains the normal number of vitality points for his hero class and level. (However, he gains none for any levels he might have in a professional class.) Thus, if a 3rd-level thug gained a level of soldier, he would have 10 vitality points. He would gain no vitality points for his thug levels.

A character adding a professional class does not subtract 2 from his professional class Defense bonus. Instead, he gets the full bonus to Defense.

The fact that each professional class has different levels provides the GM with a varying means to measure professionals against each other. A typical ship technician might only be a 3rd-level expert, but the Republic's greatest engineer is probably 20th level. The 20th-level thug is a capable person with great skill, but she can't fight as well as a soldier equal to her level (or even one much lower in level), nor can she do most of the other things that heroes can do.

Professionals gain experience the same way that heroes do, but are likely to progress in levels very slowly. Most never reach more than 2nd or 3rd level in their whole lives. A thug serving as a city patrolman is likely to gain experience here and there, and thus might gain a few levels, but is still nothing compared to an adventurer. More dangerous areas are more likely to produce higher-level professionals. A moisture farmer who must regularly fight off Tusken Raiders from attacking his farm is likely to be a high-level expert.

Diplomat

Diplomats are the speakers of the *Star Wars* universe. Most are minor functionaries or independent businessmen, though a few rise to positions of power. Local politicians, astute barristers, and canny merchants are all diplomats.

Class Skills

The diplomat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Int), Profession (Wis), Sense Motive (Wis), and Speak Language.

Skill Points at 1st Level: (4 + Int mod) × 4
Skill Points at Each Additional Level: 4 + Int mod

Class Features

- **Weapon Proficiency:** The diplomat is proficient in the use of all simple weapons.

Expert

Experts operate as craftsmen and professionals. They normally do not have the inclination or training to be adventurers, but they are capable in their own fields. Skilled engineers, educated professors, and master architects are all experts.

Experts have a vast number of skills. Most communities have at least a few experts in various fields. GMs should use the expert class for professionals such as craftsmen, instructors, and technicians.

Table 12-9: The Diplomat

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Score
1st	+0	+0	+0	+2	+0	0
2nd	+1	+0	+0	+3	+0	1
3rd	+1	+1	+1	+3	+1	1
4th	+2	+1	+1	+4	+1	1
5th	+2	+1	+1	+4	+1	2
6th	+3	+2	+2	+5	+2	2
7th	+3	+2	+2	+5	+2	2
8th	+4	+2	+2	+6	+2	3
9th	+4	+3	+3	+6	+3	3
10th	+5	+3	+3	+7	+3	3
11th	+5	+3	+3	+7	+3	4
12th	+6/+1	+4	+4	+8	+4	4
13th	+6/+1	+4	+4	+8	+4	4
14th	+7/+2	+4	+4	+9	+4	5
15th	+7/+2	+5	+5	+9	+5	5
16th	+8/+3	+5	+5	+10	+5	5
17th	+8/+3	+5	+5	+10	+5	6
18th	+9/+4	+6	+6	+11	+6	6
19th	+9/+4	+6	+6	+11	+6	6
20th	+10/+5	+6	+6	+12	+6	7

Table 12-10: The Expert

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Score
1st	+0	+0	+0	+2	+0	0
2nd	+1	+0	+0	+3	+0	0
3rd	+2	+1	+1	+3	+1	0
4th	+3	+1	+1	+4	+1	1
5th	+3	+1	+1	+4	+1	1
6th	+4	+2	+2	+5	+2	1
7th	+5	+2	+2	+5	+2	1
8th	+6/+1	+2	+2	+6	+2	2
9th	+6/+1	+3	+3	+6	+3	2
10th	+7/+2	+3	+3	+7	+3	2
11th	+8/+3	+3	+3	+7	+3	2
12th	+9/+4	+4	+4	+8	+4	3
13th	+9/+4	+4	+4	+8	+4	3
14th	+10/+5	+4	+4	+9	+4	3
15th	+11/+6/+1	+5	+5	+9	+5	3
16th	+12/+7/+2	+5	+5	+10	+5	4
17th	+12/+7/+2	+5	+5	+10	+5	4
18th	+13/+8/+3	+6	+6	+11	+6	4
19th	+14/+9/+4	+6	+6	+11	+6	4
20th	+15/+10/+5	+6	+6	+12	+6	5

Class Skills

The expert selects any eight skills from the following list as class skills: Appraise (Int), Astrogate (Int), Computer Use (Int), Craft (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Entertain (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Pilot (Dex), Profession (Wis), Repair (Int), Survival (Wis), and Treat Injury (Wis).

Skill Points at 1st Level: (6 + Int mod) × 4
Skill Points at Each Additional Level: 6 + Int mod

Class Features

Weapon Proficiency: The expert is proficient in the use of all simple weapons.

Thug

The thug is a strong, stout combatant—a straightforward and unsubtle opponent in a fight, but not an inconsiderable one.

Low-level thugs simulate the average street tough, bully, or spacehand heroes are likely to encounter. Mid-level thugs can be used as stormtroopers.

Class Skills

The thug's class skills (and the key ability for each skill) are Climb (Str, armor check penalty applies), Intimidate (Cha), Jump (Str, armor check penalty applies), Knowledge (Int), Profession (Wis), Ride (Dex), and Swim (Str, –1 penalty per 2 kg of equipment).

Skill Points at 1st Level: (2 + Int mod) × 4
Skill Points at Each Additional Level: 2 + Int mod

Class Features

Weapon Proficiency: The thug is proficient in the use of all simple weapons.

Armor Proficiency: The thug is proficient in light armor.

Table 12-11: The Thug

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Reputation Score
1st	+1	+2	+0	+0	+0	0
2nd	+2	+3	+0	+0	+0	0
3rd	+3	+3	+1	+1	+1	0
4th	+4	+4	+1	+1	+1	1
5th	+5	+4	+1	+1	+1	1
6th	+6/+1	+5	+2	+2	+2	1
7th	+7/+2	+5	+2	+2	+2	1
8th	+8/+3	+6	+2	+2	+2	2
9th	+9/+4	+6	+3	+3	+3	2
10th	+10/+5	+7	+3	+3	+3	2
11th	+11/+6/+1	+7	+3	+3	+3	2
12th	+12/+7/+2	+8	+4	+4	+4	3
13th	+13/+8/+3	+8	+4	+4	+4	3
14th	+14/+9/+4	+9	+4	+4	+4	3
15th	+15/+10/+5	+9	+5	+5	+5	3
16th	+16/+11/+6/+1	+10	+5	+5	+5	4
17th	+17/+12/+7/+2	+10	+5	+5	+5	4
18th	+18/+13/+8/+3	+11	+6	+6	+6	4
19th	+19/+14/+9/+4	+11	+6	+6	+6	4
20th	+20/+15/+10/+5	+12	+6	+6	+6	5

The Environment

Heroes crossing the burning desert face heatstroke and dehydration. Plunging into the murky depths raises the risk of drowning and even decompression. Heroes spend a lot of time in the most dismal, dangerous, and generally unpleasant places imaginable. If the villains and strange creatures encountered don't kill the heroes, the environment might. This section details hazards the heroes face from the physical world around them.

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See Table 12–12: Light Sources for the radius that a light source illuminates and how long it lasts.

Heroes with low-light vision (Gungans, Mon Calamari, and Twi'leks) can see objects twice as far away as the listed radius. Heroes with darkvision (Sullustans) can see lit areas normally plus dark areas within 20 meters.

Catching On Fire

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the hero another save with a +4 bonus.

Table 12-12: Light Sources

Item	Light	Duration
Candle	2m	12 hours
Torch	6m	2 hours
Fusion lantern	12m	24 hours
Glow rod	6m*	6 hours

*Beam 10m long and 2m wide and tall.

Without a light source, heroes are effectively sightless (see Blinded under the Character Condition Summary, page 218).

Heat and Cold

The hot desert sun is as deadly an enemy as a hostile tribe of Tusken Raiders. Even the bravest hero can easily succumb to the prickly fingers of icy death. Prolonged exposure to hot or cold temperatures can quickly wear down a hero, and heatstroke or hypothermia can be deadly.

Heat and cold deal damage that cannot be recovered until the hero returns to an area of normal temperature. Once rendered fatigued through the loss of vitality points, the hero begins to take wound damage at the same rate.

Active heroes in uncomfortably hot or cold conditions—equivalent to a very hot summer day or a freezing winter day—must make a Fortitude saving throw (DC 15, +1 per previous check) each hour or lose 1d6 vitality points. Extreme heat or cold (desert or arctic conditions) forces heroes to make Fortitude saves once every 10 minutes or lose 1d6 vitality points. Breathing air in areas of amazing heat (such as above a lava pit) automatically inflicts 1d6 points of vitality damage per minute, and the hero must make a Fortitude save every 5 minutes or lose 1d4 wound points.

Heavy clothing or armor incurs a –4 penalty to saves against heat, but grants a +4 bonus on saves against cold. Also, a hero with the Survival skill may receive a bonus on these saves and may be able to apply this bonus to other characters as well (see the Survival skill in Chapter 4: Skills).

Starvation and Thirst

It's not heroic, but sometimes heroes might find themselves without food and water. In normal climates, Medium-size heroes need at least four liters of fluids and about 1/2 kg of decent food to avoid starvation. (Small heroes need half as much.) In very hot climates, heroes need two or three times as much water to avoid dehydration.

Characters can go without water for one day plus a number of hours equal to their Constitution scores. After this, a character must make a Constitution check each hour (DC 10 + 1 per each previous check) or sustain 1d6 points of vitality damage.

Characters can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10 + 1 per each previous check) or sustain 1d6 points of vitality damage. (When vitality is depleted, damage is applied to wounds.)

Damage from thirst or starvation cannot be recovered until the hero gets food or water, as needed. Even effects that restore vitality or wound points cannot heal this damage.

Suffocation and Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to suffocate or drown. In the first round, she loses all remaining vitality points and is fatigued. The following round, she loses all remaining wound points and is dying. In the third round, she suffocates or drowns.

Smoke

Characters breathing heavy smoke or similar toxic gases must make Fortitude saving throws (DC 15 + 1 per previous check) each round or spend that round choking and coughing. Heroes who choke for 2 consecutive rounds take 1d6 points of vitality damage. (When vitality is depleted, damage is applied to wounds.)

Smoke also obscures vision, giving one-half concealment (20% miss chance) to characters within it.

Thin Air

Heroes in conditions of low oxygen, such as on top of a mountain or in a partially depressurized starship, must roll a Fortitude saving throw each hour (DC 15 +1 per previous check), taking 1d6 points of vitality damage each time they fail.

A hero who sustains any damage from lack of oxygen is automatically fatigued. These penalties end after the hero has spent at least 1 hour in an environment with normal oxygen levels for every 4 hours spent in a low-oxygen environment.

Altitude Sickness: Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. Each 6-hour period a hero spends over 20,000 feet, he must make a Fortitude save or take 1 point of temporary damage to all ability scores.

Airless Environments

Heroes in conditions where there is no air at all can hold their breath for 2 rounds per point of Constitution. After

CHARACTER CONDITION SUMMARY

A number of adverse conditions can affect the way that a character operates. To facilitate the understanding of how these conditions affect a character, the following standard definitions apply. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged: The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per day. Note that is this different from "effective" ability loss, which is an effect that goes away when the condition causing it (fatigue, entanglement, etc.) goes away.

Ability Drained: The character has lost one or more ability score points. The loss is permanent.

Blinded: The hero cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat. He has an effective Dexterity of 3, along with a –4 penalty on the use of Strength-based and Dexterity-based skills. This –4 penalty also applies to Search and any other skill check for which the GM deems sight to be important. He cannot make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (GM discretion).

Cowering: The hero is frozen in fear, loses her entire Dexterity bonus, and can take no combat or movement actions. Foes gain a +2 bonus to hit cowering heroes.

Deafened: The hero cannot hear and suffers a –4 penalty to initiative. He cannot make Listen checks. Heroes who are deafened long term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (DM discretion).

Dying: The hero is near death and unconscious (see below). She can take no actions, and at the start of each hour, the player of the hero makes a Fortitude saving throw (DC 10 + 1 per hour). Failure indicates the hero dies; success indicates she survives another hour.

Entangled: An entangled character suffers a –2 penalty to attack rolls and a –4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled hero cannot move. Otherwise, he can move at half speed, but can't run or charge.

Exhausted: Heroes who are exhausted move at half normal speed and suffer an effective penalty of –6 to Strength and Dexterity.

Fallen: The hero falls on the ground, has a –4 penalty to Defense, and must take a move action to stand up again.

Fatigued: Characters who are fatigued cannot run or charge and suffer an effective penalty of –2 to Strength and Dexterity.

Grappled: When grappled, a hero can't move or undertake any action more complicated than making an attack with his bare hands, an attack with a Small or Tiny weapon, or an attempt to break free from his opponent.

Helpless: Paralyzed, bound, sleeping, or unconscious heroes are helpless. Any attack against a helpless hero automatically hits and inflicts critical damage (if applicable) and forces him to make a Fortitude saving throw (DC 10 + the damage inflicted by the attack). If the saving throw is unsuccessful, the hero dies.

Panicked: Must flee at top speed. Cowers if unable to get away. Defends normally but does not attack. (A cowering character, being unable to attack, typically uses the total defense action in combat.)

Paralyzed: Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless (see above).

Stable: The hero is no longer dying, but is still unconscious.

Stunned: The hero loses her entire Dexterity bonus, and can take no combat or movement actions.

Unconscious: The hero is unable to defend himself. He is helpless (see above).

this period of time, a hero must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round; the DC increases by +1 for each previous success.

When the hero finally fails her Constitution check, she begins to suffocate. In the first round, she loses all remaining vitality points and is fatigued. The following round, she loses all remaining wound points and is dying. In the third round, she suffocates.

Gravity

If a hero isn't prepared to deal with extremely low gravity, it can be disorienting. A zero-g environment is even worse. In general, any physical action a hero attempts while in zero gravity suffers a –4 penalty. In light gravity, this penalty is only –2. The Zero-G Combat feat allows a hero to ignore these penalties.

Heroes who operate in high-gravity environments suffer a –4 penalty to Strength and Dexterity while there.

Falling

A hero suffers 1d6 points of damage for every 4 meters of a fall. If the hero succeeds in a Reflex saving throw (DC 10 + 1 per 4 meters fallen), this damage is applied to his vitality points. If the saving throw fails, the damage is applied to his wound points instead. (If the character has no vitality points, the damage is automatically applied to wound points.)

You can make a Tumble check (DC 15) to treat a fall as if it were 4 meters shorter when determining the damage and Reflex saving throw required by the fall.

Poison

A deadly snake, envenomed dart, or tainted drink can strike down even the mightiest hero. When a hero is exposed to poison, he must make a Fortitude saving throw. A character makes this roll when he consumes food or drink tainted with ingestive poison, suffers wound damage from an attack with a poisoned weapon, or inhales toxic gas. A

Table 12-13: Poisons

Poison	Type	Initial Damage	Secondary Damage
Knockout drops	Ingested DC 12	1d6 Dex	Unconscious*
Sense-deadening poison	Inhaled DC 12	1d6 Wis	2d6 Wis
Weakening poison gas	Inhaled DC 12	1d6 Str	2d6 Str
Knockout gas	Inhaled DC 18	1d6 Dex	Unconscious*
Paralytic poison	Injury DC 15	1d6 Dex	Paralyzation
Deadly poison	Ingested DC 15	1d6 Con	2d6 Con
Contact poison	Injury DC 18	1d4 Con	2d4 Con

*Unconscious and stable

successful Fortitude save indicates that the poison lost its potency or failed to enter the wound. It's also possible that the tough hero simply endured the dose, shrugging off its harmful effects.

Should the hero fail the saving throw, he suffers the poison's initial damage. He must then make a second saving throw at some later point as noted for the specific poison (or 1 minute later if not specified). If this second save fails, he suffers the poison's secondary damage.

Perils of Using Poison: A hero has a 5% chance (roll of 1 on 1d20) to expose himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a hero who rolls a 1 on an attack roll with a poisoned weapon must make a Reflex saving throw (DC 15) or accidentally poison himself with the weapon. Creatures with natural poison attacks do not risk poisoning themselves.

Healing Poison Damage: Heroes recover points lost to ability score damage at a rate of 1 per day. Two Force skills, Heal Another and Heal Self, can also restore ability score points lost to poison.

The following details the information shown on Table 12-13: Poisons.

Type: The poison's method of delivery—ingested, inhaled, via an injury, or contact—and the DC needed to save.

Initial Damage: The extra damage the hero suffers immediately upon failing his saving throw against this type of poison.

Secondary Damage: The amount of damage the hero suffers if he fails a second saving throw (rolled at some specific time after the initial saving throw fails). Specific effects (such as paralyzation, sleep, or unconsciousness) last for 1d3 hours.

Disease

When a hero is exposed to disease, he must make an immediate Fortitude saving throw. The victim must make this roll when he comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If he succeeds, the disease has no effect on him—his immune system fought off the infection. If he fails the save, he suffers damage after an incubation period; once per day afterward, he must make a Fortitude saving throw to avoid secondary damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

The following details the information shown on Table 12–14: Diseases.

Type: The disease's method of delivery—ingested, inhaled, via an injury, contact, or all—and the DC needed to save. Keep in mind that some injury diseases may be transmitted by a wound as small as a flea bite. Most diseases that are inhaled can also be ingested (and vice versa).

Incubation Period: The amount of time before initial damage begins.

Initial Damage: The extra damage the hero suffers after the incubation period, after failing his saving throw against this type of disease. Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain.

Secondary Damage: The amount of damage the hero suffers one day after exposure as a result of the disease, if he fails a second saving throw. This damage is suffered each day the saving throw fails.

Healing: Use of the Treat Injury skill can tend a diseased hero. Every time the diseased hero makes a saving throw against disease effects, the healer makes a check. The diseased hero can use the healer's result in place of his saving throw if the Treat Injury result is higher. The diseased hero must be within the healer's care and must spend most of each day resting.

Remember that heroes recover points lost to ability score damage at a rate of 1 per day. That means that a hero with the Carrdooine Chills might be able to withstand the duration of the chills without any accumulation of damage. Upon catching the Carrdooine Chills, the hero loses a point of Strength, but then regains it the next day. Even if he fails his save the following day, if a 1 is rolled for Strength loss, he'll recover that the following day. The chills won't present anything more than a short-term inconvenience for a hero unless multiple saving throws fail with 2 points of ability loss each time.

The Heal Another and Heal Self Force skills can restore ability scores reduced by ability damage.

Table 12-14: Diseases

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Carrdooine chills	Ingested/inhaled DC 13	1d6 days	1 Con	1d2 Con and 1d2 Str*
Scurrier disease	Injury DC 15	1d4 days	1 Con and 1 Str	1d3 Con* and 1d3 Str*
Coombe spore disease	Ingested/injury DC 14	2d4 days	1 Con and 1 Dex	1d2 Con* and 1d2 Dex*
Death seed plague	Ingested/inhaled DC 13	1d4 days	1 Str	1d2 Con* and 1d4 Str

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

CHAPTER THIRTEEN

ERAS OF PLA

The *Star Wars* universe is familiar yet mysterious, known through great movies, exciting novels and comics, and a variety of sourcebooks, guides, encyclopedias, and gaming products. But even with the wealth of background material to draw from, there are still huge parts of the galaxy that have yet to be explored, and a dizzying array of secrets still to be revealed in upcoming films. You want to make sure that you, as the Gamemaster, have a feel for the universe—that you know the kinds of technology available, the factions that form the centers of power, and the general expectations that players have about life in the *Star Wars* universe. After that, you've got plenty of room to play in; it's a big galaxy.

Life in the Galaxy

From the metropolis worlds of the Core to the frontier settlements of the Outer Rim, technology and technological devices permeate everyday life. Technology, however, isn't the driving force in the galaxy—it simply provides the tools necessary to make a galactic civilization possible. In many ways, the technological wonders have become commonplace; they fade into the background of everyday life—present, significant, but not overly important from moment to moment. The intelligent beings of the galaxy don't give a second thought to the amazing tools they have at their disposal. Blasters, hyperdrives, droids, bacta tanks—while miraculous from the point of view of less advanced societies, these devices and others like them are just familiar parts of life in the galaxy.

While few beings ever leave their home star system, let alone their home planet, most members of galactic society understand that if they wanted to—and they could afford it—they could step into a starship and travel to another planet in some distant part of known space. The hyperdrive engine makes this possible, allowing a ship to travel through the dimension of hyperspace at much faster than lightspeed. The invention of the hyperdrive revolutionized space travel and made it possible for the Republic to be formed. Without faster-than-light travel, a galactic government would not have been possible. This occurred so long ago (more than twenty thousand years before the Rise of the Empire era) that most beings take hyperspace travel for granted—whether or not they themselves ever make use of the technology. For even if a being never leaves his or her home planet, the being will still come in contact with species from other parts of the galaxy or purchase items made elsewhere and distributed by hyperspace transports.

Because the galaxy has had some form of interrelated society for more than twenty thousand years (be it Old Republic, Empire, or New Republic), most everyone is used to a mix of species and cultures. There are some beings who are prejudiced against one or another species (and this is especially noticeable during the Empire's control of the galaxy), but most others appreciate the diversity the galactic society has to offer. From planetary spaceports to orbiting space stations, it isn't unusual for Humans and Twi'leks and Mon Calamari to work side-by-side or otherwise interact. They don't always get along, but that could be said about

any individuals in any species. This diversity has led to a spread of ideas, philosophies, sciences, and cultures. Markets throughout the galaxy feature a wide assortment of exotic goods from a variety of worlds. Again, such opportunities for species and cultures to mingle aren't unusual—they're just part of everyday life.

One pervasive bit of technology is droids. These mechanical servants come in a variety of shapes and sizes, built for an array of functions. They make life easier and safer for living beings. Droids build things. They maintain things. They clean things. Some droids handle dangerous or repetitive tasks so that living beings can concentrate on other endeavors. Others serve as companions, helpers, or assistants. If there's a task, there's probably a droid designed specifically to handle it. Prior to the Rise of the Empire, droids were even designed for battle. Later, during the Imperial era, most of these kinds of droids were outlawed. However, that didn't stop the occasional assassin droid from showing up to wreak havoc in some out-of-the-way corner of the galaxy.

Computers have as big a role as droids in everyday life, perhaps even more so. Computers control starships. They assist living beings with tasks ranging from the mundane to the most important. They operate warehouses, factories, spaceports, and security systems. Computers handle the galaxy's financial infrastructure, allowing the entire credit-based economy to exist. Everyone carries or has access to a datapad, as galactic society long ago eliminated the use of paper-based documents. (When hard copies are required, reuseable durasheets fit the bill.) For routine tasks, computers are easy to use and most members of society have no problem operating them.

Finally, a galactic society requires open communications to flourish. The Old Republic developed the HoloNet to handle this. A near-instantaneous communications network, it provides a free flow of hologram and other forms of communications among member worlds. Using hundreds of thousands of non-mass transceivers connected through hyperspace simutunnels and routed through massive computer sorters and decoders, the HoloNet allows news and communications to flow from one world to another in almost real time. During the time of the Empire, large portions of the HoloNet system were shut down, and the remaining portions were mostly restricted to government and military use. This cut off rebellious worlds and kept news of the Empire's actions from spreading too quickly. In addition, datacards and other forms of news and information are carried from place to place by starships. This means that even without the HoloNet, in many cases information is only a hyperspace trip away.

The Three Eras

While the rules can easily be extrapolated to help you create a campaign in any *Star Wars* time frame, we're focusing that great expanse a bit and providing details on three eras.

The Rise of the Empire era covers the time from the election of Chancellor Palpatine to a few years before *Star Wars:* Episode IV *A New Hope*. Specifically, it's the years around *Star Wars:* Episode I *The Phantom Menace*, which occurs thirty-two years before the events of *A New Hope*.

The Rebellion era covers the time of the Galactic Civil War, as depicted in the classic *Star Wars* films, Episodes IV, V, and VI.

Finally, The New Jedi Order era is set twenty-five years after *A New Hope*. The New Republic has been established, Luke Skywalker's Jedi Knights are growing stronger, and the Yuuzhan Vong have begun an invasion of the galaxy. This is the time period currently being detailed in the Del Rey novel series.

The Rise of the Empire (32 Years before *A New Hope*)

A campaign set in this era focuses on the slow decline and corruption of the Republic. As *The Phantom Menace* comes to an end, the future for the galaxy looks bright. The charismatic and popular Palpatine has been elected as Supreme Chancellor, the Trade Federation has been dismantled, and the Jedi Knights are at their peak of power and influence. However, there's a sinister shadow creeping across the galaxy. The vile Sith have returned. Politicians continue to bicker and look after their own petty interests. Crime is on the rise. Soon the fragile peace will be shattered and the dark times will begin.

Before that, however, there's still plenty of time for adventure. Heroes form special mission teams that work for both the Supreme Chancellor and the Jedi Council, taking on assignments to try to stem the tide of decay that will grow stronger with every passing year. Remember that no matter what you or your players may think they know about Chancellor Palpatine, anyone living in this era considers Palpatine to be a good, fair man and the hope of the Republic. Anything he may do to alter that opinion is far off in the future, if it even comes to pass.

During the era, all species are equal. For every Human Senator, there are many more alien species on the Senate. Some species from the later eras haven't been encountered yet (such as Ewoks), and some have made only cursory visits to the galaxy (such as the advance scouts from the Yuuzhan Vong). The Order of the Jedi Knights is held together by the Jedi Council, and some ten thousand Knights roam the galaxy as the defenders of the Republic. There are many more Force-sensitive beings training in Jedi academies throughout the Republic, each hoping to be selected as the Padawan learner of a Knight or Master. Those who aren't selected for advanced training use the skills they have acquired to help the Republic in some other way. Some, for example, become farmers in the Agri-Corps, or healers in the Medi-Corps.

Corrupt officials, various criminals, evil corporations, assassins, petty warlords, and Dark Jedi abound in this time frame. New worlds still await discovery, and new alien species are being encountered all the time. Any of these topics and more can become the seeds for great adventures. Remember also that the Jedi Council wants to learn more about the new Sith menace. From their chamber high atop the Jedi Temple in Coruscant, the capital world of the Republic, the Jedi Council quietly directs key members of the Jedi Order to investigate any incidents that might somehow be tied to the Sith. Although the Sith started as an empire controlled by corrupt Jedi, eventually Darth Bane altered the nature of the Sith forever. He dictated the rule of

the new Sith order—there could be only two Sith at any time, a master and an apprentice. This doesn't limit the number of followers and lackeys the Sith could utilize, just the number of actual Sith in order to keep them focused on their cause and not on destroying each other. The current Sith master, Lord Darth Sidious, has lost his apprentice, Darth Maul. But his plans for galactic domination and the destruction of the Jedi are in place, and he is a very patient man.

The Rebellion Era (0 to 5 Years after *A New Hope*)

A campaign set in this period focuses on the war for freedom. The Rebel Alliance challenges the rule of the Empire, seeking to end the tyranny and restore the glory of the Old Republic. The primary villain of the time is the Empire. The galaxy-wide military machine controls world-destroying Death Stars, a fleet of power Star Destroyers, and a seemingly endless number of armor-clad stormtroopers. Alien species are persecuted and enslaved. Outer Rim worlds are devastated and stripped clean to support the Imperial war effort. It is a dark time for the galaxy.

The Emperor rules with an iron will. His key supporters include Dark Lord Darth Vader, Moffs and Grand Moffs of varying degrees of power and influence, military commanders, and a variety of secret police, spies, and assassins. The feared agents of the Imperial Security Bureau (the ISB) scour the galaxy for traitors and Rebels. The once-great Jedi Order has been eliminated, and only a handful of Force-sensitive individuals remain in hiding on out-of-the-way planets—other than those dark siders working for the Emperor's New Order.

The Senate has been disbanded. The HoloNet has been restricted. The Core worlds have been effectively cut off from the rest of the galaxy. Alderaan, a world of peace and influence, has been destroyed. The Emperor's Grand Admirals command the vast Imperial military machine, and hundreds of worlds have been tasked with keeping that machine going—no matter what the cost. New weapons of war appear regularly, from modified stormtroopers to walkers, TIE fighters to Star Destroyers. Interdictor cruisers capable of pulling ships out of hyperspace are seeing wider use. No starship, private or otherwise, is safe from Imperial inspection, and boardings occur on a regular basis.

Heroes in this time frame work for the Rebel Alliance. They can be part of a Rebel cell, attached directly to Alliance High Command, or independents drawn to the Alliance's cause. In addition to the Empire, opponents in this period include crime lords, smugglers, bounty hunters, and traitors to the Alliance. It's up to the heroes to help turn the tide of Imperial domination.

The New Jedi Order Era (25 Years after *A New Hope*)

A campaign in this era has a few ways to go, though the ever-increasing threat of the Yuuzhan Vong should eventually dominate them all. The New Republic is in place, though a small Imperial remnant maintains control of a portion of the galaxy. The Jedi, on the rise again thanks to the efforts of Luke Skywalker, are at a crossroads. Some members of the Order, which numbers about one hundred individuals, want to take a more direct and deliberate role in galactic affairs. Skywalker, meanwhile, is struggling with whether or not he wants to reestablish the Jedi Council. Rash Jedi have led the New Republic officials to be wary of the Knights and suspicious of their true motives. Indeed, this has led to varying degrees of mistrust and even fear in the general populace, many of whom still remember the Emperor's anti-Jedi rhetoric from years before.

Nom Anor, meanwhile, Executor and advance agent for the Yuuzhan Vong, has been sowing additional seeds of discord throughout the galaxy. His efforts have resulted in anti-technology cults that regularly perform rituals that include the destruction of innocent droids, as well as recruiting agents from the native populations to carry out acts of sabotage and subversion. He has helped secure a foothold in the galaxy. Nom Anor, however, is only the beginning of the Yuuzhan Vong threat.

Apparently from another galaxy, the Yuuzhan Vong are humanoids that follow a religion of pain and nature. They hate machines of all kinds, using instead living technology that they have bioengineered to serve as ships, weapons, and tools. They seem to be on a holy mission to conquer this galaxy and bring their faith to the infidels who regularly make use of unclean machines. The first evidence of the invasion was spotted by an ExGal outpost on Belkadan. Initial attacks focused on the worlds of Dubrillion and Sernpidal. They are widening their hold on key sectors of the Outer and Mid Rim, terraforming worlds to start producing the yorik coral and other living materials that serve as their ships and weapons. Even planets such as Ithor and Obroa-Skai have fallen to the Yuuzhan Vong.

Dark and terrible times have once again come upon the galaxy. In this era, heroes must work to turn the tide of opinion, strive to keep the New Republic together, and battle to defeat the Yuuzhan Vong invaders.

Key Characters from the Three Eras

The rest of this chapter features key characters from the three eras described above. A character is detailed as of his or her first appearance in the era source. For example, Luke Skywalker in the Rebellion Era is detailed as he exists as a farmer on Tatooine, before his Jedi training begins.

Here's a list of the game statistics included for each iconic character:

Init is Initiative modifier. **Spd** is Speed. **VP/WP** stands for vitality points and wound points. **Atk** shows the character's attack bonuses. **SV** shows the character's saving throws; Fortitude, Reflex, and Will. **SQ** shows any special qualities the character has. **SZ** is Size. **FP** tells you how many Force Points the character has. **DSP** stands for Dark Side Points. **Rep** is Reputation.

The Rise of the Empire (circa 32 years before *Star Wars* IV: *A New Hope*)

Obi-Wan Kenobi

Obi-Wan Kenobi is a Jedi apprentice on the verge of becoming a Jedi Knight. Resourceful and quick-witted, he is an excellent Padawan, gifted with a noble character and a remarkable commitment to the Jedi path. Perhaps this, more than his abilities, is what led the Jedi Master Qui-Gon Jinn to finally accept Obi-Wan as his student despite his initial reluctance. Still, Obi-Wan has proven himself again and again, and Qui-Gon Jinn could not be more proud of his apprentice.

For a long time it appeared as though Qui-Gon would not take Obi-Wan as his Padawan. Marked for the Agricultural Corps to tend to sick crops after being passed over by a number of potential Jedi Masters, Obi-Wan was eventually given a chance to prove himself by dueling with other hopefuls. He defeated a rival student named Bruck, but was still passed over by Qui-Gon Jinn. In fact, Qui-Gon did not finally accept Obi-Wan as his Padawan until after the youth helped bring Qui-Gon's previous apprentice—now a fallen Jedi—to justice.

Since that time, over the course of many exciting missions together, the relationship between Qui-Gon and Obi-Wan has become like that of father and son. By the time of the blockade of the planet Naboo, Obi-Wan has learned nearly everything that his Master can teach him, though he is perhaps less aware of the living Force than Qui-Gon would prefer, lacking the kind of intuition and compassion that make the older Jedi a Master. As events unfold around Naboo, though, Qui-Gon becomes increasingly aware that his student is ready to become a Jedi Knight.

> "I sense something... a presence I haven't felt since..."
>
> —Lord Darth Vader

Obi-Wan is still a young man, only 25 years of age, when the blockade of Naboo becomes an invasion. Wearing his hair close-cropped (except for the traditional long, thin braid of a Human Padawan), Obi-Wan goes clean-shaven and wears the customary Jedi cloak and robes. He also carries a blue-bladed lightsaber of his own construction—one more sign that he is ready to advance. In personality, he is quiet, serious, and occasionally sarcastic.

Obi-Wan Kenobi: Male Human Jedi Guardian 6; Init +3 (Dex); Defense 20 (+7 class, +3 Dex); Spd 10m; VP/WP 52/14; Atk +8/+3 melee (1d3+2, punch) or +9/+4 melee (3d8+2, crit 19–20, lightsaber), +9/+4 ranged; SV Fort +7, Ref +8, Will +4; SZ M; FP 5; Rep 4; Str 15, Dex 16, Con 14, Int 13, Wis 12, Cha 13.

Equipment: Lightsaber, Jedi robes, utility belt, comlink, Aquata Breather.

Skills: Craft (lightsaber) +4, Knowledge (Jedi Lore) +7, Pilot +1, Repair +2, Read/Write Basic, Speak Basic, Speak Shyriiwook, Tumble +7.

Force Skills: Affect Mind +6, Battlemind +9, Enhance Ability +7, Force Push +10, Move Object +6, See Force +6.

Feats: Exotic Weapon (lightsaber), Force-Sensitive, Quick Draw, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Sense.

Qui-Gon Jinn

One of the greatest Jedi living at the time of the Trade Federation embargo, Qui-Gon Jinn is nonetheless not a member of the Jedi Council. Though his strong affinity for the living Force makes him a shrewd and focused Jedi, it also makes him willful and independent—qualities which lessen his suitability for the more circumspect Jedi Council. His belief in the will of the Force, however, leads him to trust that, despite the Council's occasional disapproval, he is justified in his decisions and actions.

During his apprenticeship, Qui-Gon Jinn constantly frustrated his Master with periodic acts of reckless kindness. Still, Qui-Gon was a formidable lightsaber duelist—the best his Master had seen in 400 years of teaching—and has since fought in a variety of conflicts all over the galaxy, sometimes against odds that would have overwhelmed a lesser swordsman. Even so, Qui-Gon is acutely aware that even Jedi Masters are not immortal, and hopes that he will accomplish something important and enduring before his life is over.

At present, his most important goal in life is preparing his apprentice, Obi-Wan Kenobi, for the trials of Jedi Knighthood. Although Obi-Wan is like a son to him, Qui-Gon is troubled by the knowledge that his last Padawan, Xanatos of Telos, abandoned his training to help his father, Governor Crion, raise an army against their own people during a revolt. After Qui-Gon was forced to kill Crion, Xanatos rebelled and attacked his former Master, and though he was defeated, escaped—largely because Qui-Gon could not bring himself to kill his former student. Eventually, Qui-Gon managed to bring Xanatos to justice, with the aid of Obi-Wan Kenobi.

Now, at the age of 60, Qui-Gon Jinn is still a formidable figure, with craggy features and a penetrating gaze. He wears his long hair tied back (a necessity to keep his peripheral vision clear), and dresses in traditional Jedi robes and a hooded cloak. His green-bladed lightsaber is built on an old-fashioned but rugged design, with multiple power cells in a scalloped grip—ensuring that when he needs it, his lightsaber will be ready.

Qui-Gon Jinn: Male Human Jedi Guardian 15; Init +2 (Dex); Defense 23 (+11 class, +2 Dex); Spd 10m; VP/WP 94/12; Atk +16/+11/+5 melee (1d3+1, punch) or +17/+12/+7 melee (5d8+1, crit 19–20, lightsaber), +17/+12/+7 ranged; SQ Jedi Master; SV Fort +10, Ref +11, Will +10; SZ M; FP 11; Rep 8; Str 13, Dex 15, Con 12, Int 16, Wis 17, Cha 15.

Equipment: Lightsaber, Jedi robes, utility belt, comlink, Aquata Breather.

Skills: Computer Use +5, Craft (lightsaber) +7, Knowledge (Jedi Lore) +13, Knowledge (Coruscant) +7, Read/Write Basic, Speak Basic, Speak Cerean, Speak Gran, Speak Shyriiwook, Spot +7, Treat Injury +9.

Force Skills: Affect Mind +18, Battlemind +13, Empathy +10, Enhance Ability +9, Force Defense +10, Force Push +17, Heal Another +13, Move Object +17, See Force +15.

Feats: Exotic Weapon (lightsaber), Expertise, Force-Sensitive, Quick Draw, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Force Mastery, Knight Mind, Lightsaber Defense, Master Defense, Sense.

Amidala, Queen of Naboo

Although only 14 years of age, Amidala is still not the youngest queen the Naboo have ever had, though she is quickly proving one of the best. Her dedication to her people, her efficiency in the government, and her fresh perspective on issues have all earned her the trust and loyalty of an entire culture. Even those Naboo who most strongly opposed her have, in the scant six months since her coronation, come to respect and admire her. For her part, Amidala wishes only to serve her people well.

When the previous monarch, King Veruna, abdicated his throne amid very solid evidence of corruption, several candidates vied for the rulership of Naboo. Among these was Sio Bibble, governor of the Naboo, and Amidala, who had just over a year earlier been crowned the princess of Theed. Although she was only the daughter of humble farmers from a small mountain village, Amidala had been trained in the arts of diplomacy, protocol, and even self-defense, and so thoroughly won over the people that her victory was a landslide.

Amidala's closest friend is Sabé, one of her handmaidens. Although the duties of all five handmaidens are nominally to assist the queen with etiquette and appearance, each of them also secretly acts as bodyguard, protecting Amidala from danger. It is no accident that these courageous young girls also resemble their queen, since part of the responsibility of protecting the queen means occasionally posing as her in public—a secret shared only by the queen, her handmaidens, and her Chief of Security, Captain Panaka.

While being imitated by one of her handmaidens (usually Sabé), Amidala herself imitates a fictional handmaiden, Padmé Naberrie—an identity that she and Sabé fabricated (and which leads most people to believe she actually has six handmaidens). Amidala puts the Padmé disguise to good use, frequently walking among her subjects incognito, observing firsthand how they live, what they desire most, and what they think of their government—information she could never entirely trust when it was delivered to her in her royal persona. Amidala's ability to travel unrecognized among her own subjects sometimes puts her into interesting positions. She has in the past been forced to seek temporary employment to afford quarters ("an enlightening perspective on working conditions") before returning to the palace, and once debated a small gathering of political pundits—disputing her own decisions and policies "as a way to challenge their assertions, and my own."

Queen Amidala has only been queen for a few months.

She wears richly detailed costumes—a tradition for Naboo's elected royalty—and has a variety of outfits, all designed to convey a certain mood befitting different occasions. She also wears a traditional white face make-up, with red accents on her cheeks and lower lip—the traditional "scar of remembrance," in memory of Naboo's period of suffering before "the Great Time of Peace." In public, as Amidala, she is serene, regal, and austere, while in private, or disguised as Padmé, she is warm, friendly, and humble.

Amidala: Female Human Noble 4/Soldier 2; Init +2 (Dex); Defense 16 (+4 class, +2 Dex); Spd 10m; VP/WP 28/11; Atk +4 melee (1d3–1, punch), +7 ranged (3d4, hold-out blaster); SQ Call in a favor, inspire confidence +1; SV Fort +4, Ref +4, Will +7; SZ M; FP 3; Rep 8; Str 8, Dex 14, Con 11, Int 14, Wis 16, Cha 15.

Equipment: Hold-out blaster, comlink, extensive wardrobe, jewelry, royal starship.

Skills: Bluff +6, Computer Use +7, Diplomacy +11, Disguise +14, Hide +5, Intimidate +8, Knowledge (Naboo) +8, Listen +8, Move Silently +5, Read/Write Basic, Read/Write Calamarian, Read/Write Ithorian, Repair +6, Sense Motive +9, Speak Basic, Speak Calamarian, Speak Ithorian, Treat Injury +8.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Dodge, Fame, Point Blank Shot, Precise Shot, Skill Emphasis (Disguise), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Palpatine, Naboo Senator

Quiet, unassuming—even humble—the Naboo senator Palpatine early on seemed destined for a rather abysmal career in government. Losing election after election for a string of political appointments, Palpatine nonetheless managed to learn from his defeats, finally winning perhaps the most valued position of all—that of sectorial senator for the Naboo system. Even then, though, most other senators looked on Palpatine—who was something of a withdrawn scholar—as a backwater bumpkin, someone to be manipulated, or more often, simply ignored.

But Palpatine's performance surprised a great many people in the Senate. Cultivating friendships with respected public figures—including military commanders and even a Jedi Master—Palpatine soon developed a coterie of admirers and supporters. His early notes on the nature of power became popular political texts, and some of his theories are even taught at universities throughout the galaxy. He even speaks occasionally at graduation ceremonies, and not a few young government officials owe the beginnings of their political careers to him.

For a man so popular in the Republic, however, Senator Palpatine is remarkably private, remaining in his modest apartment for days at a time, and eschewing social functions, preferring instead to work as much as possible. His home is decorated with gifts from supporters and allies: rare artifacts and art objects from a hundred different worlds (including items which have yet to be identified). Palpatine seems to draw some of his own personal strength from meditating on these treasures.

Palpatine has served as a senator for several decades, and has only one major regret in all that time. When King Veruna of Naboo resigned in disgrace after a political scandal, Palpatine felt guilty for having advised the venerable king to become more active in off-world politics (the very situation that led to his downfall). Despite their having feuded for years, Palpatine still held a great deal of respect for Veruna, and planned to travel back to Naboo to offer his condolences. Unfortunately, affairs of state delayed his return, and Veruna was assassinated before Palpatine could leave Coruscant. Still, Palpatine takes comfort in the fresh vitality presented by the newly elected monarch, Queen Amidala, and has taken it upon himself to see her through the sometimes predatory waters of galactic politics.

Palpatine: Male Human Noble 3; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 18/13; Atk +2 melee (1d3, punch), +2 ranged; SQ inspire confidence +1, call in a favor; SV Fort +1, Ref +2, Will +6; SZ M; FP 2; Rep 7; Str 11, Dex 11, Con 13, Int 18, Wis 16, Cha 15.

Equipment: Senatorial robes, expensive garments.

Skills: Bluff +5, Computer Use +8, Diplomacy +9, Knowledge (Jedi lore) +10, Knowledge (Naboo) +8, Knowledge (politics) +14, Repair +8, Read/Write Basic, Read/Write Bothan, Read/Write Calamarian, Read/Write Gran, Read/Write Rodian, Read/Write Ryl, Sense Motive +10, Speak Basic, Speak Bothan, Speak Calamarian, Speak Gran, Speak Rodese, Speak Ryl.

Feats: Fame, Skill Emphasis (Knowledge: politics).

Jar Jar Binks

The Gungan outcast Jar Jar Binks is an accident waiting to happen. He is not so much unwise as clumsy, but combined with his inquisitive nature, the results are often spectacularly disastrous. It is only Jar Jar's innate good fortune that has managed to sustain him through seemingly endless misadventures. Jar Jar feels guilty about the problems he has caused over the years, but that does not stop him from plunging into further mistakes.

Jar Jar spent most of his school years sleeping through classes and scrounging for leftovers near Gungan eateries. Gungan society tried again and again to find a place for Jar Jar, but a string of accidents (including flooding the city with sewage, and shutting off the hydrostatic field bubbles of half the Otoh Gunga Zoo), convinced all but a few Gungans to completely give up on him. Captain Tarpals, of the Otoh Gunga militia, was one of the few to befriend the irrepressible youth, but even he had to eventually stop covering for Jar Jar's embarrassing blunders. (Jar Jar had over time come to acquire a reputation as "the death of Captain Tarpals.") Finally, when Jar Jar exploded an atmospheric processor during an important party held by Boss Nass, subsequently flooding the party and wrecking Nass's "heyblibber" (a type of Gungan submarine) trying to get it to safety, Boss Nass had no choice but to exile the unfortunate Jar Jar.

Jar Jar Binks is still a fairly young Gungan, but by dint of his numerous "rehabilitation" programs, has a great deal of life experience. He is otherwise an unremarkable specimen as a Gungan, except perhaps for his cheerful, ready smile. He espouses an optimistic philosophy—presumably, a defense mechanism borne of countless near-fatal incidents—and is an enduringly loyal friend to those who show any sign of tolerance toward him. Still, Jar Jar is impulsive, which leads him to trouble, and exercises truly abominable judgment, which leads him even *deeper* into trouble. Should anyone go to the effort of teaching him better problem-solving skills, Jar Jar could actually become a useful member of society.

Jar Jar Binks: Male Gungan Scout 2; Init +3 (Dex); Defense 17 (+4 class, +3 Dex); Spd 10m; VP/WP 19/14; Atk +2 melee (1d3+1, punch), +4 ranged; SQ Hold breath, low-light vision, trailblazing; SV Fort +4, Ref +6, Will +0; SZ M; FP 0; Rep 1; Str 12, Dex 16, Con 14, Int 8, Wis 6, Cha 10.

Equipment: Vest and pants.

Skills: Hide +5, Jump +5, Knowledge (Gungans) +3, Read/Write Basic, Search +1, Speak Basic, Survival +6, Swim +9, Tumble +5

Feats: Quickness, Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Anakin Skywalker

Nine-year-old Anakin Skywalker will one day grow up to be one of the most evil men in the galaxy, feared as a tyrant and a mass murderer. But looking into his innocent blue eyes, hearing the simple joy of life in his voice, one would never suspect Anakin's future could be so bleak. For his own part, Anakin dreams of being a famous starfighter pilot, and even a Jedi Knight, and returning someday to Tatooine to free all the slaves—including his beloved mother, Shmi.

But as a slave himself, owned by the irascible Watto, Anakin knows in his heart that his dreams are just childish fantasies. What he does not yet realize is that within him the Force is stronger than in any living being, and that his dreams may actually be premonitions of things that will one day come to pass. For the time being, though, he works as an assistant to his Toydarian master, scavenging spare parts to repair and sell, bartering with Jawas, and piloting Watto's Podracer in the local heats. To Anakin, being allowed to fly a Podracer is the next best thing to being in the cockpit of a starfighter, and when Watto recognized the boy's astounding reflexes, Anakin jumped at his master's offer to pilot a Podracer on Watto's behalf.

Although that Podracer is now so much junk—destroyed in a race against the vile Sebulba—Anakin has put his extraordinary mechanical skills to good use, building a replacement in secret behind the slave quarters where he lives. He has also managed to assemble a protocol droid from spare parts, using only his innate understanding of electronics and machinery as a blueprint. The droid, which Anakin named C-3PO, though unfinished, has still proven useful to Anakin as a translator with some of the unusual species who visit Tatooine and need to buy, sell, or trade parts.

Anakin's staunchest supporter in his home city of Mos Espa is another young slave, Kitster, who is as dark as Anakin is fair. Kitster was with him when Anakin discovered an old war droid among Watto's junk piles, and they learned that it still held an ancient hologram of a Sith battle. (The two played "Sith Warrior" until an old spacer corrected their misconceptions about the nature of that ancient order.)

As a slave, Anakin wears simple clothing, with bindings at the wrists and ankles to keep sand out, and a necklace given to him by his mother; all of his most prized possessions fit into his small backpack. This has partly to do with the fact that nearly everything he has comes from the stingy Watto, but also because he is generous almost to a fault, sharing everything he finds or earns with his mother, his friends, and even strangers he meets in the streets. It is difficult to believe, observing his easy demeanor and open familiarity, that this same naïve child will turn to evil, but his fear for his mother's safety and his frustration over being unable to fulfill his dreams are both powerful influences that will gradually pull him toward the dark side of the Force.

Anakin Skywalker: Male Human Fringer 1; Init +2 (Dex); Defense 16 (+3 class, +1 size, +2 Dex); Spd 6m; VP/WP 8/10; Atk +0 melee (1d3–1, punch), +4 ranged; SQ +4 to Hide checks, barter; SV Fort +2, Ref +3, Will +0; SZ S; FP 3; Rep 1; Str 8, Dex 15, Con 10, Int 12, Wis 11, Cha 12.

Equipment: Podracer, partially finished protocol droid (C-3PO), backpack of spare parts.

Skills: Knowledge (Podracing) +5, Knowledge (Tatooine) +5, Pilot +9, Repair +3, Search +5, Read/Write Basic, Read/Write Huttese, Speak Basic, Speak Huttese, Spot +4, Survival +3.

Force Skills: Enhance Ability +3.

Feats: Force-Sensitive, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Watto, Junk Merchant

"Old Watto is a dirty bird
Hot peggats in his purse
His flippers stink like bantha curd
His breath smells even worse"
—building graffiti on Mos Espa Way

Watto is a Toydarian junk merchant who doesn't like people. Despite making his living from selling sub-standard junk to customers who can't afford new (or at least cleaner) models, Watto feels that the general incompetence of sentient beings, particularly slaves, is one of two great curses keeping him from achieving lasting success and popularity. (The other is his rotten luck.) He hardly realizes that it is his own abrasive personality that makes him so unlikeable. When confronted with the truth, though—such as the occasional bit of graffiti posted by local children—Watto rationalizes that he is in the junk business ... not the charisma business.

Highly intelligent, Watto can actually recall everything in his inventory from memory—though of course he keeps exacting records for tax and legal purposes, inputting everything on the datapad he constantly carries. He is also a shrewd merchant. When he first came to Tatooine, he spent weeks cultivating the trust and friendship of local Jawas, learning from them where the best scrap was to be found, and how to doctor faulty pit droids to make them appear to be in top condition. Of course, the trust and friendship is entirely one-sided: Watto despises Jawas, and is certain that they steal into his junkyard on a regular basis and make off with his best merchandise.

His prized possession of course is his chance cube: a gambling die weighted to always roll red. Although a great many of his acquaintances know that he cheats, there are still those who have not learned how to gracefully bow out of betting on its outcome, meaning that Watto makes much of his fortune by bilking his friends. Watto feels no guilt over this behavior though, as he is certain they would do the same to him, given half a chance.

The only sure thing Watto can count on in gambling is betting on Podracing, because he knows that, on Tatooine at least, Sebulba the Dug will always win. Watto makes enough back on his investment that he is able to sponsor his own entry into the Podraces—his slave, Anakin Skywalker—despite the fact that the little Human boy never wins. Watto justifies his investment in Anakin's Podracer on the grounds that Anakin's confidence (and his own show of confidence in the boy) encourages the unwise to bet against Sebulba—thereby sweetening the pot for himself.

Like many Toydarians, Watto is motivated only by greed, and any appeal to his other interests is useless. Even the Force cannot budge his mind when money is on the line.

Watto: Male Toydarian Expert 3; Init +0; Defense 12 (+1 class, +1 size); Spd 10m (flight), 6m (walk); VP/WP 0/11; Atk +3 melee (1d3, punch) or +3 melee (1d8, pocket welding torch), +3 ranged; SQ Flight, immune to Sense Force (see Sense, page 101), Affect Mind; SV Fort +1, Ref +1, Will +2; SZ S; FP 0; Rep 1; Str 10, Dex 10, Con 11, Int 14, Wis 9, Cha 11.

Equipment: Pocket welding torch, datapad, chance cube (loaded), shisha oil-pipe, atmospheric scenter, junkshop (variable stock), several pit droids, several power droids, R1 drone droid, slaves (Shmi and Anakin Skywalker).

Skills: Appraise +11, Computer Use +6, Craft (mechanic) +7, Diplomacy +4, Gather Information +9, Knowledge (Tatooine) +6, Knowledge (Toydaria) +6, Profession (gambler) +3, Read/Write Basic, Read/Write Huttese, Repair +8, Speak Basic, Speak Huttese, Speak Jawa, Speak Toydarian.

Feats: Skill Emphasis (Appraise), Skill Emphasis (Gather Information).

Darth Maul

Darth Maul is the Dark Lord of the Sith, and the "Hand" of Darth Sidious, the Sith Master who trained him. Abducted as an infant before the Jedi Knights could detect his sensitivity to the Force, Maul was mercilessly indoctrinated into the mysteries of the ancient Sith, forced to become strong, tough, quick, and clever—or die. He had no childhood. He was forged into a weapon, a tool for destruction, with no sense of fear or remorse. He was mercilessly punished for even the merest display of weakness. As a reward for learning lessons well, he was trained even harder.

Once he had mastered eclectic fighting styles and become attuned to the living Force, Maul was abandoned by Darth Sidious on a remote Outer Rim planet. There, he was hunted day and night by a legion of assassin droids, forced to use every scrap of training merely to survive. When Maul had destroyed the last of his hunters, his Master returned, and challenged him to a duel. Finally overcome by exhaustion, frustration, and the taunts of his sadistic teacher, the young apprentice gave in to his anger, thus giving himself to the Dark Side. In that moment, he became Darth Maul, heir to the ancient traditions of the Sith.

Sidious returned with the new Dark Lord of the Sith to Coruscant, where he gave his student antique Sith holocrons loaded with blueprints for Sith weaponry, vehicles, droids, and most importantly, a double-bladed lightsaber. Darth Maul constructed all of them, then employed them to enforce the will of his Master, conducting secret missions of assassination and terror. But all the while he crushed resistance to his Master's plans, he dreamed of one day facing the Jedi, of tearing down their Temple, and of putting their senile leaders to the lightsaber. When Darth Sidious sent him to Tatooine to pursue Queen Amidala and her two Jedi bodyguards, Darth Maul rejoiced. At last, the Sith would make their return to glory—the two of them, against a legion of Jedi.

Darth Maul relishes the effect his fearsome appearance has on the weak. Darth Maul's face is tattooed with agressive patterns, in commemoration of Maul's conversion to the dark side. Ordinary people are unsettled by the tattoos, to say the least, and the rage burning in his feral yellow eyes is enough to send many sentient beings running for their lives. Darth Maul dresses all in black, and when he wears his voluminous cloak, his tattoos blend with the darkness of his hood, making his ghastly face appear to float in a pit of darkness.

Darth Maul carries the double-bladed lightsaber he constructed using his Master's holocron schematics, but often uses it only as a single scarlet blade to lull his opponent into a false sense of efficacy. Countless opponents have had a fraction of a second to express their surprise when the "pommel" of the deadly weapon ignited in their faces. A very few have even seen the Sith Lord split the weapon into two separate blades, with which to more efficiently dispatch his foes.

Darth Maul: Male Jedi Guardian 12; Init +4 (Dex); Defense 24 (+10 class, +4 Dex); Spd 10m; VP/WP 120/16; Atk +15/+10/+5 melee (1d6+3, attack type) or +16/+11/+6 melee (4d8+3/4d8+3, double-bladed lightsaber), +16/+11/+6 ranged; SQ Jedi Knight; SV Fort +6, Ref +8, Will +4; SZ M; FP 6; DSP 14; Rep 7; Str 17, Dex 19, Con 16, Int 14, Wis 11, Cha 12.

Equipment: Double-bladed lightsaber, probe droids, wrist link, electrobinoculars, Sith speeder, Sith Infiltrator.

Skills: Computer Use +7, Craft (lightsaber) +4, Intimidate +8, Knowledge (Jedi lore) +6, Knowledge (Sith lore) +7, Read/Write Basic, Repair +4, Speak Basic, Speak Huttese, Speak Ryl, Survival +4, Tumble +14.

Force Skills: Battlemind +11, Fear +11, Force Grip +11, Force Push +7, Move Object +10, See Force +8.

Feats: Exotic Weapon Proficiency (double-bladed lightsaber), Force-Sensitive, Knight Defense, Martial Artist, Two Weapon Fighting, Weapon Finesse (double-bladed lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Lightsaber Defense, Sense.

Darth Sidious, Sith Master

Perhaps the single most diabolical being in the galaxy, Darth Sidious is also one of the most powerful. Steeped in the dark side of the Force, Sidious has been plotting the destruction of the Jedi order for decades, working in secret to wreak the vengeance of the ancient and sinister Sith, whose own order was all but destroyed by the Jedi in the distant past. With the subtlety and precision of a surgeon, Darth Sidious has set into motion a chain of events that he hopes will one day destroy the Jedi, and return the Sith to their rightful place as masters of the galaxy.

Although Sidious has hundreds of pawns, both willing and unwitting—for the Sith Master manipulates events like a master tactician—he has only one true servant, his apprentice and "Hand" Darth Maul, in accordance with a thousand-year-old mandate from Darth Bane, the founder of the current Sith line. After watching the Sith order destroyed by both the attacks of the Jedi and internal power struggles, Bane found himself the only survivor of the Sith, and sole heir to its traditions. To rebuild the glory of the Sith—and to avoid the mistakes of the past—Darth Bane took a single apprentice, and established that until either Master or apprentice were well and truly slain, there would be only two, no more. Further, to avoid more attempts by the Jedi to eradicate the Sith, these two would always work in secrecy, striking and vanishing before their involvement could be discovered. Through a thousand years of teachers and students, during which only rumors and legends trickled back to the Jedi Council, Darth Bane's legacy has endured, maintained in strict accordance with his tradition.

Now, though, Darth Sidious is finally ready to crush the Jedi, once and for all. With his ability to examine the future as another might examine a book, he has seen the steps to take, the path to follow, to fulfill Darth Bane's dream of vengeance. Victory is within his grasp.

Darth Sidious: Male Human Noble 3/Jedi Consular 16; Init +0; Defense 21 (+11 class); Spd 10m; VP/WP 124/13; Atk +14/+9/+4 melee (1d3, punch) or +15/+10/+5 (4d8, lightsaber), +14/+9/+4 ranged; SQ Inspire confidence +1, call in a favor, Jedi Master; SV Fort +6, Ref +9, Will +16; SZ M; FP 2; Rep 16; Str 11, Dex 11, Con 13, Int 18, Wis 16, Cha 15.

Equipment: Lightsaber, Sith holocron, private transport.

Skills: Bluff +12, Computer Use +10, Craft (lightsaber) +6, Diplomacy +14, Gather Information +16, Intimidate +16, Knowledge (Jedi lore) +10, Knowledge (Naboo) +6, Knowledge (politics) +17, Knowledge (Sith lore) +15, Read/Write Basic, Read/Write Bothan, Read/Write Calamarian, Read/Write Gran, Read/Write Rodian, Read/Write Ryl, Sense Motive +13, Speak Basic, Speak Bothan, Speak Calamarian, Speak Gran, Speak Rodese, Speak Ryl.

Force Skills: Affect Mind +14, Empathy +17, Farseeing +24, Fear +14, Force Defense +16, Force Grip +15, Heal Self +14, Move Object +16, See Force +19, Telepathy +20.

Feats: Exotic Weapon Proficiency (lightsaber), Fame, Force-Sensitive, Skill Emphasis (Farseeing), Skill Emphasis (politics), Skill Emphasis (Telepathy), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Dissipate Energy, Force Lightning, Force Mastery, Force Mind, Force Whirlwind, Sense.

Sebulba, Podracer

Widely famed as the best Podracer in the Outer Rim, the Dug named Sebulba attributes his skill and popularity to one simple tactic: cheating. In truth, Sebulba is a skilled but not particularly gifted Podracer pilot. Long ago he realized that ability alone would not get him the fame and glory he desired. Dirty tricks and intimidation, on the other hand, would—particularly if he made sure to bribe the Podracing commission to ensure that his "indiscretions" on the circuit were conveniently ignored. Despite being personally responsible for several fatal Podracer crashes in the last year alone, Sebulba remains the single biggest draw to any Podracing event. Enormous sums of money are bet on his success—as well as on how many other racers will survive to finish after him.

Unlike the fans who find the Dug's villainous tactics "competitive," other Podracers despise Sebulba with an abiding conviction, frequently accusing him, throughout the racing circuit, to be "a vile killer, a vicious blight on an otherwise honorable sport." Of course, with race organizers in his back pocket, Sebulba's actions on the track are rarely investigated—and his actions off the track ensure that a fellow racer rarely insults him in public twice. (Two of Sebulba's closest non-racing associates include an Abyssin thug and a Sakiyan tracker named Djas Puhr, widely suspected to be involved in kidnapping and slavery operations. Even more suspiciously, the funds to

construct Sebulba's first Podracer, a Collor Pondrat Plug-F Mammoth Split-X, only materialized after he began consorting with Puhr.)

Among Sebulba's other friends are a number of Hutts, including "the bloated one"—Jabba—and Gardulla, one of Jabba's rivals on Tatooine. From the Hutts, Sebulba has learned self-indulgence, and has "acquired" a pair of blue Twi'lek twin yobanas ("masseuses," in a very loose translation), as well as a massage chair which he now considers "lucky." He has also accumulated a crowd of sycophants, and though he enjoys the attention (something Dugs do not much get on his homeworld of Malastare), he also despises weakness, and suffers only so much fawning before literally beating his groupies away.

Sebulba: Male Dug Scoundrel 2; Init +3 (Dex); Defense 19 (+5 class, +1 size, +3 Dex); Spd 6m; VP/WP 12/12; Atk +3 melee (1d2+1, punch), +5 ranged; SQ +4 to Climb/Hide/Jump checks, sneak attack (+1d6); SV Fort +1, Ref +6, Will +0; SZ S; FP 0; DSP 5; Rep 2; Str 12, Dex 16, Con 12, Int 10, Wis 11, Cha 10.

Equipment: Podracer, goggles, twin slaves (Twi'lek masseuses), "lucky" massage chair.

Skills: Disable Device +4, Intimidate +9, Knowledge (Malastare) +4, Knowledge (podracing) +5, Pilot +8, Repair +2, Speak Basic, Speak Dug, Speak Huttese.

Feats: Skill Emphasis (Intimidate), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Yoda

A grand Master of the Jedi Knights, the diminutive, wizened Yoda is a living legend to the Jedi Order, the personification of their ideals. He is nearly 900 years old when Senator Palpatine is elected Supreme Chancellor of the Republic. He has lived longer than any other Jedi, and has seen literally thousands of his friends, colleagues, and students—through violent battle and simple old age—become one with the Force. His wisdom and perception are held up as an example to Jedi of what can be accomplished through heeding the will of the Force.

The students of the Jedi Temple consider Yoda to be the most intimidating instructor they have ever met. A severe disciplinarian, he has a reputation as a harsh taskmaster, though nearly everyone who has studied under him has, in time, come to understand and respect his lessons and even his methods. Yoda is the primary instructor for those Temple students who have not yet been accepted as Padawans, teaching them basic Force techniques and self defense. This includes lightsaber combat.

Master Yoda encourages meditation and forethought, as well as strict observance of the Jedi traditions, pointing to the 800 years worth of Jedi that he has personally trained—many of whom have gone on to be exemplars of the Jedi way—as proof of his convictions. An advocate of heeding the unifying Force, Yoda urges his students (and his former students) to always be mindful of the future, to open their minds to the countless possibilities that each action engenders, and to see which are the most likely. Of all the members of the Jedi Council, only Yoda seems so concerned about what the future holds. Considering that he is recognized as the leading Jedi authority on seeing events that have not yet come to pass, Yoda may be the only Jedi who truly knows what is best for the Jedi Order.

Yoda carries a gimer stick cane, as much for the support it provides him on long walks as for the tasty juice the bark provides when chewed. His tiny form has finally begun to show signs of his awesome age, and his once full head of hair has dwindled to a few pale strands. Surprisingly, Yoda is considerably more animated—even mischievous—in private, among his closest peers of the Jedi Council. He even has a penchant for practical jokes, and a ready, endearing laugh. But most never see that side, instead seeing the imposing figure with the serene eyes that seems to pierce their very souls and read them like a databook.

Yoda: Male Jedi Consular 20; Init +1 (Dex); Defense 23 (+11 class, +1 size, +1 Dex); Spd 6m; VP/WP 134/14; Atk +15/+10/+5 melee (1d2–1, punch) or +19/+14/+9 melee (5d8, crit 19–20, lightsaber), +17/+12/+7 ranged; SQ Healing, Jedi Master; SV Fort +14, Ref +10, Will +16; SZ S; FP 15; Rep 14; Str 8, Dex 12, Con 14, Int 14, Wis 19, Cha 17.

Equipment: Lightsaber, gimer stick cane, Jedi robes.

Skills: Craft (lightsaber) +8, Diplomacy +11, Intimidate +11, Knowledge (Jedi lore) +20, Knowledge (Coruscant) +8, Read/Write Basic, Speak Basic, Speak Calamarian, Speak Cerean.

Force Skills: Affect Mind +25, Empathy +25, Farseeing +27, Force Defense +17, Heal Another +10, Heal Self +20, Move Object +20, See Force +24.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Empathy), Skill Emphasis (Farseeing), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

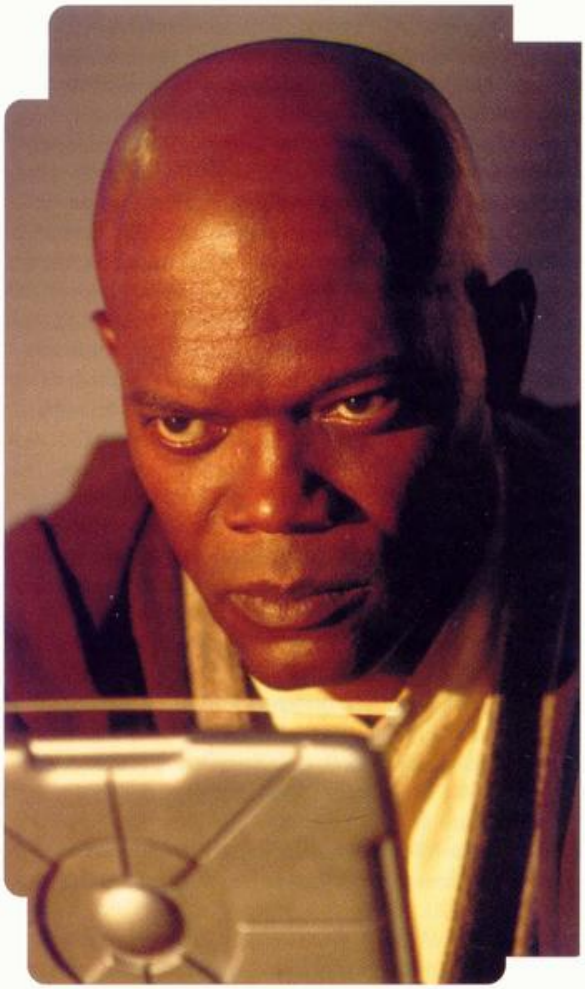
Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Dissipate Energy, Force Mastery, Force Mind, Lightsaber Defense, Sense.

Mace Windu

Though Yoda's junior by eight centuries, Mace Windu is seen as Yoda's equal in the Jedi Order, and is a senior member of the Jedi Council. To him falls the duty of liaison with the Republic Senate, and with the Supreme Chancellor in particular. He has an easy friendship with Finis Valorum, and trusts Valorum's judgment in political matters as much as he trusts Yoda's judgment in matters of the Force.

Master Windu is respected among Jedi for his battle experience and the quiet confidence it has brought him. A popular story among the Padawans is that Mace Windu once found himself completely surrounded by the formidable warriors known as Gank killers—all with blasters drawn. Though he himself only put his hand on his lightsaber, all it took was for Windu to meet each Gank's eyes, and to say only three words: "It's your decision." One by one, the warriors lay down their weapons and surrendered.

This tale, which Master Windu will neither confirm nor deny, serves to point out that the Jedi Master has an uncommon understanding of the application of force. He



has traveled the galaxy nearly as much as Master Yoda, and done battle in all corners with a variety of foes, against a variety of styles—leading him to develop his own fighting style, a relentless lightsaber assault that is at once unpredictable and perfectly balanced. Though other Jedi may be stronger or faster than Master Windu, he is the recognized master of the Order's fighting techniques.

Mace Windu: Male Human Jedi Guardian 18; Init +2 (Dex); Defense 25 (+13 class, +2 Dex); Spd 10m; VP/WP 134/15; Atk +19/+14/+9/+4 melee (1d3+1, punch) or +20/+15/+10/+5 (5d8+2, crit 19–20, lightsaber), +20/+15/+10/+5 ranged; SQ Jedi Master; SV Fort +10, Ref +13, Will +9; SZ M; FP 12; Rep 14; Str 12, Dex 14, Con 15, Int 16, Wis 17, Cha 18.

Equipment: Lightsaber, Jedi robes.

Skills: Computer Use +7, Craft (lightsaber) +9, Diplomacy +12, Intimidate +18, Knowledge (Coruscant) +9, Knowledge (Jedi lore) +19, Knowledge (Outer Rim) +7, Tumble +16.

Force Skills: Affect Mind +18, Battlemind +18, Empathy +9, Farseeing +11, Force Defense +12, Force Push +17, Move Object +19, See Force +15.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Expertise, Force-Sensitive, Mobility, Quick Draw, Spring Attack, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons), Whirlwind Attack.

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Master Defense, Sense.

The Rebellion Era (0–5 years after *Star Wars* IV: *A New Hope*)

Luke Skywalker

A farm boy on the remote desert world of Tatooine, young Luke Skywalker nevertheless dreams of one day attending the Imperial Naval Academy and flying starfighters. But although he has a natural aptitude for piloting, he is unable to fulfill his dreams. His aunt and uncle, Beru and Owen Lars, need his help to maintain their moisture farm near the small Tatooine town of Anchorhead. Out of respect for the people who raised him, Luke has remained on the farm for "just one more season" for several years, gradually losing contact with his friends who have left the planet, and himself losing hope of ever being anything more than a moisture farmer.

But even though Luke feels abandoned on Tatooine, he has had his share of adventures. Foremost are his frequent races through the winding, narrow ravines of Beggar's Canyon in his T-16 skyhopper, which have earned Luke a reputation as an ace pilot. His only brush with greatness so far has been an encounter with "Old Ben," a crazy hermit who rescued Luke from Sand People when Luke crashed his skyhopper—though Luke never guessed that the mysterious old man was actually a Jedi Knight in hiding, keeping a watchful eye on the hotshot young pilot from afar. More

recently, Luke witnessed a space battle above Tatooine—from the ground, using his handy electrobinoculars, only serving to further reinforce the distance between Luke and his dreams.

For an 18-year-old farm boy on a desert planet, Luke Skywalker is a handsome and even wholesome young man, with light brown hair and soulful blue eyes. He dresses in the standard white Tatooine farm tunic, and wears a utility belt to carry the tools he uses to repair malfunctioning vaporators (the machines that harvest moisture from Tatooine's dry air). He also carries a "droid caller," a remote device that he uses to summon the various worker droids that help with the farm chores. This includes the dusty protocol droid and its astromech droid counterpart his uncle has just purchased from Jawas—though Luke has no inkling that these two droids are going to lead him right to the very adventures he has been craving.

Luke Skywalker: Male Human Fringer 2; Init +2 (Dex); Defense 16 (+4 class, +2 Dex); Spd 10m; VP/WP 13/13; Atk +2 melee (1d3+1, punch), +2 ranged (3d6, sporting blaster rifle); SQ Barter; SV Fort +4, Ref +4, Will +1; SZ M; FP 3; Rep 1; Str 13, Dex 15, Con 13, Int 15, Wis 11, Cha 11.

Equipment: Sporting blaster rifle, electrobinoculars, utility belt, tool pouch, desert poncho, goggles, X-34 landspeeder, T-16 skyhopper.

Skills: Computer Use +6, Jump +7, Knowledge (Rebellion) +3, Knowledge (Tatooine) +7, Pilot +10, Profession (moisture farmer) +4, Read/Write Basic, Repair +4, Search +6, Speak Basic, Speak Huttese, Speak Jawa, Spot +6, Survival +5.

Force Skills: Enhance Ability +3.

Feats: Force-Sensitive, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Leia Organa, Alderaan Senator

At a mere 18 years old, Leia Organa, Princess of Alderaan, is the youngest person ever to be appointed to the Imperial Senate. She was separated from her twin brother in infancy, and raised as the daughter of Bail Organa, Viceroy and First Chairman of Alderaan. While still in her childhood, Leia lost her mother, and was raised by the Viceroy and his sisters. She never knew that Bail Organa was not truly her father—or that her real father would one day be her worst enemy.

From Bail Organa, Princess Leia learned justice and honor, as he introduced her to his responsibilities as a senator of the Republic. When Bail stepped down to attend to duties on his home world, Leia took his place, and soon found herself embroiled in a power struggle engendered by the ambitions of the Senate's Supreme Chancellor in his ascent to the title of Emperor. While Leia spoke out against the Emperor's policies in the Senate, Bail Organa worked with Mon Mothma of Chandrila and Garm Bel Iblis of Corellia to create an organized resistance to the Emperor. The resistance in time became an alliance of rebels, aided in secret by the young princess.

Although her covert activities on behalf of the Rebel Alliance occasionally put her at great risk, Leia considered herself an expendable asset when compared to the importance of the Rebellion, and determined to aid the Rebels any way she could, right up to and including her capture by Imperial forces. The day finally came, though, when Leia received technical readouts of the Emperor's new superweapon—the Death Star. Hurrying home to Alderaan aboard her consular ship, the *Tantive IV*, to take the plans to her father, Leia was forced to detour by the Imperial Star Destroyer *Devastato*r. In desperation, she set course for the isolated desert world of Tatooine, where Bail Organa had once told her that she could find a famous general, Obi-Wan Kenobi. Kenobi, the Viceroy explained, was in seclusion, but could be trusted to do what needed to be done to save the Alliance.

Unfortunately, just as the *Tantive IV* left hyperspace, they were caught by the *Devastato*r, their main drive disabled, the ship held tight by a tractor beam. Thinking quickly, Leia transferred the stolen Death Star data to an astromech droid, and ordered it to find Kenobi and deliver the plans. Just after she finished recording a message explaining her situation to Kenobi, she was captured by Imperial stormtroopers, and taken before the Emperor's enforcer, Darth Vader, known as the Dark Lord of the Sith. Her fate sealed, Princess Leia complied with her captors and let herself be taken prisoner, trusting that the little droid would fulfill its mission—and save the Rebel Alliance—even if she would not be so lucky.

Though not yet 20 years old, Princess Leia is an impressive figure, gifted with a regal beauty and an amazing strength of character. Brown-haired and brown-eyed, she dresses in a white gown traditional to members of the Alderaan royal family. Disciplined and dedicated, she is sometimes perceived as cold by her detractors—but they are few, and most people she meets consider her warm and compassionate. For her own part, Leia thinks of herself as, at most, a footnote in history, but she hopes that it will be a history written by the restored Republic.

Leia Organa: Female Human Noble 3/Soldier 2; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Spd 10m; VP/WP 25/12; Atk +4 melee (1d3, punch), +4 ranged (3d4, sporting blaster); SQ Call in a favor, inspire confidence +1; SV Fort +2, Ref +3, Will +3; SZ M; FP 3; Rep 6; Str 11, Dex 13, Con 13, Int 14, Wis 14, Cha 14.

Equipment: Sporting blaster, consular ship (*Tantive IV*).

Skills: Appraise +6, Astrogate +4, Bluff +4, Computer Use +7, Diplomacy +10, Gather Information +6, Intimidate +4, Knowledge (Alderaan) +8, Knowledge (Coruscant) +4, Knowledge (politics) +8, Knowledge (Rebellion) +9, Listen +4, Pilot +5, Read/Write Basic, Read/Write Bothan, Read/Write Calamarian, Repair +5, Sense Motive +6, Speak Basic, Speak Bothan, Speak Calamarian, Treat Injury +4.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Force-Sensitive, Skill Emphasis (Knowledge: Rebellion), Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Han Solo, Smuggler

If only by virtue of his fast ship and excellent piloting abilities, Han Solo is one of the best smugglers in the galaxy. Born on Corellia and raised by spacefaring vagabonds with a penchant for illicit activities, Han received an education in dirty tricks and hard knocks, learning self-reliance and quick thinking—as well as a rather arbitrary code of honor. By the time Han had wrangled a commission in the Imperial Naval Academy, he already had a reputation as a scoundrel.

His fast reflexes and exemplary flying led Han Solo to graduate the Academy with top honors, and he soon found himself in the Imperial Navy. Unfortunately, his flexible moral code was stretched just a little too far when he chanced upon some slave-handlers brutalizing a large Wookiee slave. Han intervened and set the Wookiee free, but for his trouble he was court-martialed and stripped of his rank and commission. Thrown out of the Navy, his only friend was the Wookiee he had rescued, who now—by the Wookiee's own code of honor—owed the Corellian pilot a life debt. Han could hardly refuse the massive Wookiee, and in no time at all, he and Chewbacca became fast friends.

Han and Chewie located one of Han's old friends, Mako Spince (who had by now become a smuggler) and offered their services. From a base on Nar Shaddaa, the famous "vertical city," Han learned the tricks of the trade. The Corellian found he had a talent for getting nearly anything from one place to another without attracting much attention—or, more accurately, without attracting attention he couldn't shake with either fancy flying or sharp shooting. Han's reputation grew, but it wasn't until he won a battered old YT-1300 transport from another old friend, Lando Calrissian (a gambler and confidence artist), that Han truly felt as though he were in control of his destiny. With Chewie as his first mate, Han flew the ship, the *Millennium Falcon*, on endless smuggling runs, always staying one step ahead of the law and the competition, and constantly modifying his new ship with whatever he could barter or scrounge. Though it resembled a flying junkyard, what had once been a stock light freighter was soon the fastest, best-equipped cargo ship outside of the Imperial Navy.

The *Falcon* carried Han and Chewbacca through a series of adventures, and in Han's case, a three-year love affair with a beautiful lady smuggler named Salla Zend. Han and Chewie kicked around the Corporate Sector for several years before finally drifting back to Imperial space, where they found work smuggling spice for various Hutts, including the infamous Jabba. When Han was forced to dump a load of Jabba's spice to escape an Imperial patrol, Jabba was furious, and put a price on the Corellian's head. Not so much worried about losing his head as his beloved ship, Han stalled Jabba until he could negotiate a new smuggling contract.

Han figured he had gotten lucky—and just in time—when an old man and a naïve farm boy approached him about a ride to Alderaan, offering enough credits to more than pay his debt to Jabba. But even as they boarded, with a pair of droids in tow, Imperial Stormtroopers attacked. Confused, but acting on instinct, Han lifted off and flew the *Millennium Falcon* out of the system as fast as he could, confidently leaving Imperial pursuit far behind.

At 28 years, Han Solo has had enough life experience for someone twice his age, but relishes every minute. He still manages to flash a winning grin in the face of overwhelming odds, and leaps into every perilous situation with the confidence that he will leap right back out again without a scratch. With the mighty Chewbacca watching his back, Han feels almost invincible—though he still has the common sense to run when things get out of control. All of these things combined might explain why Han Solo's exploits are legendary among spacers and smugglers, and why so many aspire to achieve the same kind of success. Han's own philosophy on the matter is to never doubt his own abilities, but to respect the abilities of his opponents. Fortunately, he's rarely encountered an enemy whose abilities exceeded his own.

Han Solo: Male Human Scoundrel 6/Soldier 2; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 52/13; Atk +7 melee (1d3+1, punch), +8 ranged (3d8, heavy blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV Fort +6, Ref +7, Will +3; SZ M; FP 3; Rep 6; Str 13, Dex 14, Con 13, Int 13, Wis 12, Cha 13.

Equipment: Heavy blaster pistol, cargo freighter (*Millennium Falcon*).

Skills: Appraise +6, Astrogate +9, Bluff +9, Demolitions +5, Gather Information +6, Hide +4, Intimidate +6, Knowledge (Corellia) +5, Knowledge (Imperial Navy) +5, Knowledge (merchants) +9, Knowledge (organized crime) +6, Move Silently +5, Pilot +15, Profession (gambler) +10, Read/Write Basic, Read/Write Huttese, Repair +7, Speak Basic, Speak Huttese, Speak Shyriiwook.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Heroic Surge, Point Blank Shot, Spacer, Starship Dodge, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Chewbacca

The mighty Wookiee Chewbacca is Han Solo's best friend, and his first mate aboard the *Millennium Falcon*—as well as his occasional conscience. When Chewbacca returned from a wandering tour of the galaxy, he stumbled into a vastly changed Republic, where an Emperor now ruled, and Wookiees were nothing more than slaves. Captured after a brutal battle, Chewbacca was rescued by a young Imperial officer—Han Solo—who was then thrown out of the Imperial Navy for, as Chewbacca saw it, being too honorable. Moved by Solo's courage, Chewbacca decided that he owed the Human a life debt, and promptly attached himself to Han Solo, following him everywhere.

Eventually, though Han Solo came to enjoy Chewbacca's company, and learned enough of the Wookiee language to understand why Chewie considered it so important to stick by his side. (Of course, Han never mastered *speaking* Wookiee—at least, not without sounding pitiably stupid—and Chewie, though he learned Basic, couldn't speak it at all due to his physiology.) Over time, Han accepted Chewie's devotion, and the two became inseparable friends. It was hardly surprising, then, when Han—now a successful smuggler—made Chewbacca his first mate aboard his newly-won cargo freighter, the *Millennium Falcon*. A first-rate pilot and mechanic, Chewbacca leapt at the opportunity—despite the deplorable condition of the aging and battered ship.

Over their adventures together, Han and Chewbacca have learned to trust each other and to watch each other's backs. Chewbacca sometimes finds Han's flexible morals distasteful, and lets his friend know how he feels—in no uncertain growls. Still, Han is something of an "excitement magnet," and a life of excitement is what originally drew Chewbacca away from his homeworld to explore the stars.

At Han Solo's side, Chewbacca has acquired a reputation as one of the most dangerous smugglers in the galaxy, based on tales of his great strength and even greater temper. But those who know Chewie well realize that much of his reputation is simply fanciful hype. In point of fact, Chewbacca is the more cautious of the two, sometimes almost to the point of cowardice. While Chewbacca would dismember anyone who questioned his bravery (with the exception of Han), he has what he would call a "healthy respect" for the unknown, and often steadfastly refuses to risk his neck against things he can hear but not see. Even so, Chewie will always cover Han's back, even when (or *especially* when) he must risk his own life to do so. But neither will he let Han take foolish risks, if he can help it—or at least berate his friend about it later.

Chewbacca: Male Wookiee, Scout 6; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP 68/19; Atk +8 melee (1d3+4, punch), +5 ranged (3d8, bowcaster); SQ Wookiee rage, language restriction, trailblazing, uncanny dodge, Skill Mastery (Intimidate); SV Fort +7, Ref +4, Will +3; SZ M; FP 2; Rep 2; Str 19, Dex 13, Con 19, Int 12, Wis 10, Cha 10.

Equipment: Bowcaster, ammo bandoleer, tool pouch.

Skills: Astrogate +5, Climb +14, Computer Use +5, Intimidate +8, Knowledge (Kashyyyk) +5, Knowledge (merchants) +5, Knowledge (organized crime) +5, Listen +7, Move Silently +5, Pilot +10, Read/Write Basic, Read/Write Shyriiwook, Repair +8, Speak Basic, Speak Shyriiwook, Survival +4.

Feats: Alertness, Endurance, Exotic Weapon Proficiency (bowcaster), Power Attack, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

R2-D2, Astromech Droid

At first glance, R2-D2 seems an unassuming astromech droid, typical of his series. But Artoo is unusual in that he has a unique personality quirk: courage. From one of his earliest assignments aboard the Naboo Royal Starship, Artoo has proven his bravery again and again, taking the typical R2 unit's helpfulness to an unheard-of extreme.

Artoo is a typical example of what occurs when a droid's memory is not regularly wiped; he has become independent. Although he still serves faithfully, Artoo does so in the manner he feels is best—which doesn't always coincide with the instructions given to him. Still, this rarely gets Artoo into trouble. In addition to being innovative and resourceful, he is often absolutely right about the best course of action. Some of Artoo's masters over the years have actually come to trust his judgment, and accept his counsel—though of course Artoo is too humble to force his opinions on anyone (except perhaps his counterpart, C-3PO).

Artoo's partner, the golden protocol droid C-3PO, considers the little blue droid's attitude perhaps just a bit *too* self-reliant for his own good. But Artoo understands that most of "Threepio's" objections are out of concern for his friend. In truth, Artoo worries just as much about Threepio's occasional attempts at courage, not wanting to see the protocol droid disintegrated for emulating his counterpart's unique temerity.

Among the unusual abilities that self-reliance has conferred upon Artoo is the ability to lie—a quality normally not found in astromech droids. Ordinarily, a droid with the capacity for falsehood is a ripe candidate for a memory wipe—but Captain Antilles, commander of the *Tantive IV* and Artoo's owner, found that the ability to conceal his intentions made the little droid the best Dejarik Hologame player aboard ship.

R2-D2: Tracked astromech droid, Expert 4/Scout 3; Init +2 (Dex); Defense 18 (+5 class, +1 size, +2 Dex); Spd 8m; VP/WP 18/14; Atk +5 melee (1d3, claw) or +5 melee (2d6, saw) or +5 melee (2d6, arc welder), +5 ranged; SQ Trailblazing, uncanny dodge; SV Fort +5, Ref +5, Will +7; SZ S; Rep 1; Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 11.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (×4), telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg), fire extinguisher.

Skills: Astrogate +15, Bluff +5, Computer Use +13, Disable Device +13, Knowledge (astronomy) +13, Pilot +15, Repair +16, Read/Write Basic, Search +13, Speak Basic, Spot +8.

Unspent Skill Points: 23.

Feats: Alertness, Skill Emphasis (Repair), Spacer, Starship Operation (starfighters), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

C-3PO, Protocol Droid

The gleaming golden protocol droid C-3PO is typical of his model: outspoken, fussy, and even a bit high-strung. But as these qualities hardly interfere with his work aboard the *Tantive IV*, his personality quirks are tolerated, and even to an extent encouraged. After all, a wise ship captain doesn't ignore advice from anyone—even a droid.

Threepio is unusual in that he was not manufactured by Cybot Galactica, like most protocol droids. He was, in fact, assembled from spare parts by a small child on the remote planet of Tatooine—designed as a helpmeet for the boy's mother. Still, Threepio meets all of the safety and performance standards of the original manufacturer, so he has managed to serve several masters adequately enough.

On the *Tantive IV*, Threepio's primary duty is as an interpreter for Captain Antilles, though mostly that means translating the beeps and warbles of one of the ship's astromech droids, R2-D2. Artoo and Threepio have worked together for quite some time now, and have developed a strong bond of friendship—despite the fact that they constantly bicker, like a long-wedded pair of organic beings. Threepio objects to Artoo's independence and periodic breaches of droid behavior; Artoo is constantly exceeding his programming, making unsolicited suggestions, and even taking on extremely dangerous tasks without first requesting permission. But Threepio's disapproval is born out of concern, more than irritation: he would hate to see his friend destroyed, or his memory erased.

For his own part, Artoo is just as worried about Threepio, who lacks what Artoo would consider "initiative." Threepio is perfectly content to avoid trouble—as per his programming—even when *some* intervention is clearly necessary. Of course, Threepio considers this a virtue, rather than a flaw, and so is unlikely to change any time soon.

C-3PO: Walking protocol droid, Diplomat 3; Init +0; Defense 11 (+1 armor); Spd 8m; VP/WP 0/13; Atk +1 melee (1d6, punch), +1 ranged; SV Fort +2, Ref +1, Will +3; SZ M; Rep 1; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Computer Use +9, Diplomacy +9, Knowledge (security codes) +9, Knowledge (etiquette) +9, Read/Write Basic, Speak Basic.

Unspent Skill Points: 16.

Feats: Skill Emphasis (Diplomacy).

Obi-Wan "Ben" Kenobi

Known as the "crazy wizard" of the Jundland Wastes, Obi-Wan Kenobi has been hiding on Tatooine for many years. Once a great Jedi Knight and a general in the Clone Wars, "Old Ben" is now nothing more than a colorful old hermit occasionally seen buying supplies in Anchorhead and Mos Eisley. No one knows of Ben's past, or why he has come to Tatooine—except for Owen Lars and his wife Beru.

Almost two decades earlier, when Obi-Wan had arrived on Tatooine, he brought an infant boy to Owen, and asked Lars to raise and care for the child as though it were his own. Persuaded by his wife, Owen grudgingly agreed—but on the condition that Ben keep his distance. At that time, news of the Empire's efforts to eradicate the Jedi Order had reached even the far-flung desert planet, and Owen was terrified what would happen should the infamous Darth Vader come looking for Kenobi—with him and his wife caught in the middle.

Obi-Wan saw the wisdom of agreeing to Owen's demand, but also knew that if Vader were to come to Tatooine, he would be less interested in a Jedi Knight than a child named Luke Skywalker—the very boy now being raised by Owen and Beru. Kenobi set up a small homestead in the barren desert near the Lars's home, and watched Luke grow up from afar—all the while keeping a watchful eye on the stars, knowing what would happen to Luke if his father—none other than Vader himself—were to discover him, and his strong connection to the Force. Like his father, Luke could be turned to evil—a tragedy Kenobi had no desire to see repeated.

Ben remained in hiding as much as possible, meditating on the Force, and learning to live off the land. Although he desired to teach young Luke about the Force, he could not approach the boy due to Owen's fear of the consequences. Even when Luke and a friend crashed their skyhopper in Beggar's Canyon and had to be rescued by Ben, Owen angrily chased Ben away and forbade Luke to have anything further to do with "that crazy sorcerer." More concerned

with repairing his skyhopper anyway, Luke chalked Owen's attitude up to bad blood between Owen and Ben—but frequently wondered just why both Owen and Beru seemed almost afraid when Ben's name came up.

Kenobi was content to keep his distance, though he sensed that one day the Force would bring him and Luke together, though how and why he could only guess. That day actually came not much later, when Ben chanced upon Luke being threatened by Sand People. Chasing the Tusken Raiders away, Ben revived the unconscious youth and learned that Luke had come out into such dangerous territory searching for a droid—a droid that itself was looking for Obi-Wan Kenobi. Intrigued—and sensing the Force at work—Ben explained that *he* had once been known as Obi-Wan, and invited Luke to come back with him to his home, where he could recuperate, see to his droids, and perhaps get to the bottom of the mystery.

Ben told Luke the truth about his father—some of it, at any rate: both he and Luke's father had been Jedi Knights, and had fought together in the Clone Wars. He gave Luke his father's lightsaber, and explained—with some careful embellishment—how Luke's father, Anakin, had been betrayed and murdered by the villainous Darth Vader. But both he and Luke learned that Luke's errant droid, R2-D2, carried within it not only a message from Princess Leia Organa of Alderaan, but the plans to the Emperor's new super weapon, the Death Star.

Ben urged Luke to accompany him to Alderaan, to learn about the Force while Ben delivered the schematics to his old friend, Bail Organa. But it wasn't until stormtroopers killed Owen and Beru Lars that Luke decided that there was no longer any reason to stay on Tatooine. Traveling to Mos Eisley spaceport, Ben arranged transport to Alderaan with a cocky Corellian smuggler—Han Solo—and just barely managed to escape to hyperspace aboard the *Millennium Falcon* before being fired upon by Imperial Star Destroyers. Although Ben had enough time to teach young Luke some rudimentary lessons about the Force on the journey to Alderaan, the planet was gone when they arrived, destroyed by the Death Star. Stealing aboard the battle station, Ben sensed the presence of Darth Vader, and ordered Luke to stay with Han Solo, the Wookiee Chewbacca, and the two droids, while he went to deactivate the Death Star's tractor beam so that the *Millennium Falcon* could escape. "Your destiny lies along a different path from mine," Ben told Luke, knowing what would happen if Vader discovered Luke in the Empire's stronghold. With that, Ben went to perform one final act of heroism—and face his fate.

Obi-Wan "Ben" Kenobi: Male Human Jedi Guardian 15; Init +1 (Dex); Defense 22 (+11 class, +1 Dex); Spd 10m; VP/WP 102/13; Atk +15/10/5 melee (1d3, punch) or +16/+11/+6 melee (5d8, crit 19–20, lightsaber), +15/10/5 ranged; SQ Jedi Master; SV Fort +10, Ref +10, Will +12; SZ M; FP 12; Rep 7; Str 11, Dex 13, Con 13, Int 14, Wis 16, Cha 14.

Equipment: Lightsaber, Jedi robes, training remote.

Skills: Craft (lightsaber) +4, Knowledge (Jedi Lore) +8, Knowledge (Tatooine) +6, Read/Write Basic, Repair +4, Speak Basic, Speak Jawa, Speak Shyriiwook, Survival +11, Tumble +9.

Force Skills: Affect Mind +20, Battlemind +10, Enhance Ability +8, Farseeing +8, Force Push +11, Force Stealth +13, Move Object +12, See Force +15.

Feats: Exotic Weapon (lightsaber), Force-Sensitive, Iron Will, Low Profile, Quick Draw, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Lando Calrissian, Gambler

A gambler, a smuggler, a confidence trickster, an opportunist, and an all-around scoundrel, Lando Calrissian considers himself more of an entrepreneur. Although his capital sometimes comes from questionable sources, Lando almost always puts it into more or less legitimate operations, with the sole purpose of turning it into even *more* capital. He is nothing if not ambitious—though sometimes his ambition gets the better of him.

Of indeterminate origin (exactly the way he likes it), Lando made his first fortune at sabacc, and his second fortune as the owner and smuggler-captain of the *Millennium Falcon*. That ended, unfortunately, when his old friend, Han Solo, played the best hand of sabacc Lando had ever seen, and won the *Falcon* from him. Although Lando quickly developed a scheme to get it back the very next day, Han was too quick for him, and the Corellian and his faithful Wookiee companion were gone before Lando even got out of bed.

Lando didn't see Han or the *Falcon* again for several years. Returning to a life of gambling, he managed—with the help of a cyborg named Lobot—to score a big win of his own: the mining and gambling town of Cloud City, on the gas-giant planet Bespin, and the title of Baron Administrator to go with it. Lando found that he actually enjoyed the challenge of running the facility. In addition to the huge revenues generated by mining Tibanna gas from the planet's atmosphere, the city was full of miners who earned big pay and had a lot of free time. In short order, Lando turned the famous gambling dens of Cloud City into his own personal playground, making more at the sabacc tables in a month than he made running the city for a year. And with the further help of Lobot—now his chief aide—Lando also managed to set up a profitable smuggling operation while simultaneously selling ordnance and supplies to the Rebel Alliance.

But Lando's perfect world came crashing down a few years after the famous Battle of Yavin. Darth Vader, searching the galaxy for the Rebels and Luke Skywalker, the Rebel pilot who almost single-handedly destroyed the Death Star, came to Bespin, bringing with him a platoon of stormtroopers and a bounty hunter named Boba Fett. Vader explained to Lando in very clear terms that Lando would cooperate in luring Luke Skywalker to Cloud City, where Vader would capture him, then leave the system peacefully. His only other choice being the destruction of all that he had worked so hard for, Lando agreed.

Unfortunately, Vader's plan included using some live bait—and it turned out to be none other than Han Solo, his first mate Chewie, and an enchanting young lady named Leia. Taking them prisoner, Darth Vader tortured them

THE WEAPONS OF BOBA FETT

In addition to his distinctive armor, the bounty hunter Boba Fett equips himself with all manner of weaponry and gadgets designed to aid him in locating and capturing his quarry.

Armor: Boba Fett's armor has been heavily modified and updated. It incorporates macrobinoculars in the helmet, motion sensors (+2 to Spot checks), sound sensors (+2 to Listen checks), infrared (enabling the wearer to see black and white images up to 20 meters even in complete darkness), a comlink, and a broadband antenna/signal interceptor (allowing the wearer to both multiply a comlink's range by a factor of 10, and to eavesdrop on electronic communications with a successful Computer Use check against DC 15). The helmet also features a targeting rangefinder, which reduces range penalties by half.

Jet Pack: Boba Fett's backpack is a fully-equipped jet pack, enabling him to make flights of up to 100 meters on a full tank of fuel. Because refueling is a lengthy process, Boba Fett uses the fuel sparingly, conserving it for emergencies, or for short, jet-assisted jumps to surprise opponents.

Anti-Security Blades: Boba Fett uses these sophisticated electronic devices to bypass force fields and jam security devices with bursts of high-frequency harmonic interference waves. They can also be used to defeat electronic locks. Use of these blades provides a +2 bonus on Disable Device checks.

Laser Gauntlet: Boba Fett's right wrist gauntlet is capable of firing a wicked laser beam (see below).

Flamethrower Gauntlet: Boba Fett's left wrist gauntlet contains a miniature flame projector, which shoots a gout of flame up to 5 meters distant. A creature struck by the jet of flame may attempt a Reflex saving throw (DC 15) to suffer only half damage, but must also attempt a Reflex save to avoid catching on fire (also DC 15). See Catching on Fire, page 217. The profile for the flamethrower gauntlet is given below.

Whipcord: The whipcord mounted in Boba Fett's right wrist gauntlet inflicts only vitality point damage, even on a critical hit. It deals no damage at all to creatures wearing armor, or creatures with +3 points of any kind of natural armor (such as thick hide). It has a maximum range of 6 meters, but suffers no range penalties. On a successful hit, the target must attempt a Reflex save, with a DC equal to Boba Fett's attack roll. If the roll fails, the whipcord has entangled the target.

Rocket Darts: Boba Fett's knee pads are equipped with rocket dart launchers, one to each knee. The bounty hunter uses these primarily in close combat; he can choose to attack with a knee-kick at a –2 penalty. If the attack is successful, he inflicts normal damage, and the impact of his knee launches the dart, which inflicts additional damage (see below). Boba Fett can also activate these darts by hand, but their limited range drastically reduces their effectiveness.

Sonic Beam Weapon: Used primarily against creatures that rely on sound rather than sight, Boba Fett's sonic beam weapon projects a short-range, shrill screech in a very high frequency, causing intense pain. Any creature within 6 meters of the weapon must attempt a Listen check with a +2 bonus when the device is activated. Those who succeed are both stunned and deafened. The power cell is only able to provide enough charge for three uses before the device must be recharged.

Spiked Boots: The spring-loaded spikes in the toes of Boba Fett's boots are designed to extend when Boba Fett stamps his foot. However, the bounty hunter prefers to use them only in emergencies, so as not to draw attention to them, and thus ruin their surprise value.

Grenade Launcher: Boba Fett's EE-3 blaster rifle can be fitted with a launcher, firing stun grenades up to 30 meters distant.

Missile Launcher: Boba Fett's backpack includes an integrated missile launcher, which fires an explosive warhead. Alternatively, the launcher can be fitted with a magnetic grappling hook and line, firing the hook up to 30 meters straight up.

Weapon	Damage	Critical	Range	Weight	Type
Laser Gauntlet	2d4	20	10 m	–	Energy
Flamethrower Gauntlet	2d6	20	2 m	–	Energy
Whipcord	1d2*	n/a	5 m	2 kg	Slashing
Rocket Darts	2d6	20	1 m	0.1 kg	Piercing
Spiked Boots	1d6+3	20	–	2 kg	Piercing
Grenade Launcher	3d6/1d6*	–	30 m	5 kg	Energy
Missile Launcher	5d6/3d6*	–	50 m	10 kg	Energy

**See weapon description.*

mercilessly—and for no apparent reason other than his own amusement—despite Lando's strenuous objections. But again, Vader's arguments were most persuasive, and Lando could only watch helplessly while his friends were brutalized. It wasn't long before Lando decided that his position, his city, even his own well being—none of these was worth someone else's life. In that moment, the course of Lando's life changed, and he began plotting to free his friends and join the Rebellion.

Lando Calrissian: Male Human Scoundrel 8; Init +1 (Dex); Defense 19 (+8 class, +1 Dex); Spd 10m; VP/WP 40/12; Atk +7/+2 melee (1d3+1, punch), +7/+2 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV Fort +3, Ref +7, Will +3; SZ M; FP 2; Rep 4; Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 16.

Equipment: Blaster pistol, comlink, expensive clothing.

Skills: Appraise +10, Bluff +14, Computer Use +8, Diplomacy +7, Disguise +16, Gather Information +14, Hide +4, Knowledge (organized crime) +10, Knowledge (Bespin)

+5, Pilot +10, Profession (gambler) +12, Read/Write Basic, Search +7, Sense Motive +8, Speak Basic, Speak Shyriiwook, Speak Sullustese, Spot +7.

Feats: Point Blank Shot, Skill Emphasis (Disguise), Skill Emphasis (Hide), Starship Dodge, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Boba Fett, Bounty Hunter

The most feared bounty hunter in the galaxy, Boba Fett wears a rare suit of battle armor. Racking up an unheard-of number of successful bounties, Boba Fett swiftly became a force to be reckoned with. His name filled outlaws and criminals with dread. Oddly, though, Boba Fett never really seemed to be particularly evil or even cruel. If anything, Boba Fett simply seems to be without conscience. It means nothing to him to accept help from someone, then minutes later turn them in for their bounty.

Boba Fett: Male Human Soldier 6/Scoundrel 1/Bounty Hunter 6; Init +3 (Dex); Defense 22 (+9 class, +3 Dex); Spd 10m; VP/WP 100/15; Atk +8/+3 melee (1d6+2, crit 20, punch) or +8/+3 melee (1d6+3, spiked boots) or +8/+3 melee (d4+2, knife), +8/+3 ranged (3d8, blaster rifle) or +8/+3 ranged (2d4, crit 19–20, laser gauntlet) or +8/+3 ranged (2d6, flamethrower gauntlet) or +8/+3 ranged (2d6, rocket darts) or +8/+3 ranged (3d6/1d6, stun grenade) or +8/+3 ranged (5d6/3d6 missile) or +8/+3 ranged (*special*, whipcord); SQ Target bonus +3, sneak attack +3d6; SV Fort +10, Ref +12, Will +6; SZ M; FP 2; DSP 4 Rep 10; Str 15, Dex 16, Con 15, Int 11, Wis 13, Cha 13.

Equipment: Modified battle armor, blaster rifle, laser gauntlet, flamethrower gauntlet, whipcord, jet pack, rocket darts, sonic beam, spiked boots, grenade launcher, missile launcher, magnetic grappling hook, survival knife, ammo belt, antisecurity blades, flight suit, *Firespray*-class patrol/attack ship (*Slave I*).

Skills: Astrogate +6, Computer Use +6, Demolitions +8, Disable Device +6, Gather Information +9, Hide +11, Intimidate +11, Knowledge (law enforcement) +4, Knowledge (organized crime) +10, Move Silently +11, Pilot +11, Profession (law enforcer) +5, Read/Write Basic, Repair +5, Speak Basic, Survival +6.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (Powered), Exotic Weapon Proficiency (whip), Infamy, Martial Artist, Point Blank Shot, Precise Shot, Track, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

> "The Emperor does not share **your optimistic appraisal** of the situation."
>
> —Lord Darth Vader

Darth Vader, Dark Lord of the Sith

How an innocent and idealistic child named Anakin Skywalker came to be the most feared man in the galaxy, the Emperor's black-garbed enforcer, is a mystery known only to a few. Taken as an apprentice by the Jedi Knight Obi-Wan Kenobi, Anakin was later seduced by the dark side of the Force. Giving himself over to evil, he fought with his erstwhile Jedi teacher, and lost. Plunged into a molten pit, he emerged a charred husk—somehow still alive, but changed into the monster that would be known as Darth Vader, Dark Lord of the Sith.

Sustained now by machinery, and unable to live without his custom-made body armor, Vader set about establishing himself as the heir to all the secrets of the Sith order, using what he learned to destroy the Jedi. With training and encouragement, Darth Vader systematically hunted down and destroyed every Jedi on a thousand worlds, and hounded the rest—a mere handful at best—into exile.

When his Master became Emperor, Darth Vader became the second-most powerful being in the known galaxy.

With the end of the Jedi Order, and the consolidation of the

DARTH VADER'S ARMOR

The Dark Lord of the Sith is both kept alive and made even more powerful by his custom-made black armor. If the armor is ever removed, Darth Vader will quickly die—there being so little of his body left to sustain normal functions. Only in his isolation chamber, specially designed to assist him with donning and removing his armor, can Vader survive without it.

Vader's armor affords him additional defense in the form of Damage Reduction 5. (Vader ignores the first 5 points of damage inflicted on him from any attack.) It also incorporates a breath mask, allowing him to breathe in otherwise toxic environments. The integrated design means that the mask can go without recharging for up to six hours. Additionally, nutrient feeds in his helmet allow Vader to go without food or water for up to 48 hours at a time. Both of these features can be "recharged" in his isolation chamber.

His helmet also provides Lord Vader with many of the sense-enhancing features common to stormtrooper helmets. Vader gains a +2 equipment bonus on Listen and Spot checks, as well as to Fortitude checks to resist hostile environments. Additionally, the vision enhancement receptors give Vader the equivalent of darkvision, allowing Vader to see (in black and white only) up to 20 meters in conditions of complete darkness.

Emperor's power, Lord Vader had time to turn his attention to training others in the dark side of the Force, and cultivating followers, including the primitive Noghri. Though Vader still performed missions of terror and assassination for the Emperor, he had much time to meditate and hone his skills. By the time the Emperor assigned Darth Vader to oversee construction of the Death Star battle station, he was one of the deadliest warriors alive, shielded by his imposing armor, steeled by countless combats, and empowered by the dark side of the Force.

Darth Vader: Male Human Fringer 1/Jedi Guardian 18; Init +3 (Dex); Defense 27 (+14 class, +3 Dex); Spd 10m; VP/WP 122/15; Atk +21/+16/+11/+6 melee (1d3+3, punch) or +22/+17/+12/+7 melee (5d8+3, crit 19–20, lightsaber), +21/+16/+11/+6 ranged; SQ Barter, Jedi Master, DR 5; SV Fort +13, Ref +15, Will +10; SZ M; FP 10; DSP 16; Rep 10; Str 16, Dex 16, Con 15, Int 17, Wis 14, Cha 15.

Equipment: Lightsaber, custom armor, custom TIE fighter.

Skills: Craft (lightsaber) +8, Intimidate +12, Knowledge (Jedi lore) +9, Knowledge (Podracing) +7, Knowledge (Sith) +9, Knowledge (Tatooine) +7, Pilot +18, Read/Write Basic, Repair +5, Search +7, Speak Basic, Speak Huttese, Spot +8, Survival +5.

Force Skills: Affect Mind +12, Enhance Ability +14, Farseeing +12, Force Defense +12, Force Grip +15, Force Push +15, Move Object +21, See Force +16, Telepathy +18.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Frightful Presence, Infamy, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blaster, Dissipate Energy, Force Whirlwind, Master Defense, Sense.

The New Jedi Order Era (25 years after *Star Wars IV: A New Hope*)

Luke Skywalker, Jedi Master

While most heroes would get a well-deserved rest after saving the galaxy, Luke Skywalker's life since the death of the Emperor has been one of nearly nonstop adventure. With the only Jedi he knew gone, and his own knowledge of the Force not yet complete, much of Luke's life since the Battle of Endor became an unending quest to learn everything he could about the secrets of the Force. What little time he did not devote to plumbing its mysteries he spent dodging the revenge of the Imperial survivors, including Grand Admiral Thrawn and the beautiful but deadly Mara Jade, the Emperor's personal assassin.

As Luke began encountering more and more people with some knowledge of the Force—or more rarely, those with some knowledge of the Jedi arts—he realized that completing his own understanding of the Force was a selfish task. He began training students of his own, including his own sister, Leia Organa, who by now had married Luke's best friend, Han Solo. In time, Luke petitioned for the right to open a formal academy on Yavin 4 (the jungle moon from which the Rebel Alliance had launched its attack against the first Death Star), and began training several apprentices, including Jaina and Jacen Solo, his niece and nephew. Although the Jedi academy had its difficulties—not the least of which was an ancient Sith evil named Exar Kun—the school survived, and Luke was well on the way to reestablishing the Jedi Order in the galaxy.

But with so many apprentice Jedi training their own apprentices, the Jedi began to spread across the stars far too quickly—and certainly without any organization. Reports began to trickle into the New Republic Senate of Jedi Knights acting as self-appointed police; even judge, jury, and executioner. Although their activities rid the galaxy of much evil—pirates, smugglers, and the like—these rogues did so without the foreknowledge or authorization of the Senate. The Jedi, in their zeal to restore peace and justice to the New Republic, were now seen as the biggest threat to both.

Of course, that is only the view of a New Republic largely unaware of the threat approaching from outside the galaxy. As Luke Skywalker ponders the place of the new Jedi Order in the New Republic, the alien Yuuzhan Vong have established a beachhead on the Galactic Rim, and are already beginning their conquest of the galaxy.

Luke Skywalker: Male Human Jedi Guardian 16/Fringer 2; Init +2 (Dex); Defense 26 (+14 class, +2 Dex); Spd 10m; VP/WP 112/14; Atk +19/+14/+9/+4 melee (1d3+2, punch) or +20/+15/+10/+5 melee (5d8+2, crit 19–20, lightsaber), +19/+14/+9/+4 ranged (3d6, blaster pistol); SQ Barter, Jedi Master; SV Fort +10, Ref +12, Will +5; SZ M; FP 8; Rep 13; Str 14, Dex 15, Con 14, Int 15, Wis 14, Cha 13.

Equipment: Lightsaber, blaster pistol, Jedi robes, XJ-type X-wing starfighter.

Skills: Astrogate +4, Climb +4, Computer Use +6, Craft (lightsaber) +7, Intimidate +5, Jump +11, Knowledge (Rebellion) +6, Knowledge (Tatooine) +7, Pilot +18, Profession (moisture farmer) +6, Read/Write Basic, Repair +4, Search +6, Speak Basic, Speak Huttese, Speak Shyriiwook, Spot +6, Survival +7.

Force Skills: Affect Mind +11, Battlemind +10, Empathy +12, Enhance Ability +8, Farseeing +10, Force Defense +8, Heal Self +7, Move Object +15, See Force +12, Telepathy +8.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Dodge, Starship Operation (starfighters), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Force Mastery, Knight Defense, Lightsaber Defense, Master Mind, Sense.

Leia Organa Solo, Senator

Twenty-five years after being rescued by Luke Skywalker and Han Solo aboard the Emperor's first Death Star, the woman once known as Princess Leia has become one of the most important people in the New Republic. As a symbol of leadership during the Galactic Civil War, Leia Organa was a vital part of the reconstruction effort after the death of the Emperor. She soon became a member of the ruling Provisional Council of the fledgling New Republic, alongside such luminaries as Chief Councilor Mon Mothma, Commander in Chief Admiral Ackbar, and the ambitious Bothan Councilor Borsk Fey'lya.

Leia's life hardly lacked for adventure during this time, though. Wooed by the charismatic Prince Isolder of Hapes, she was kidnapped by Han Solo to the planet of Dathomir, where she and the knavish smuggler became embroiled in another civil war—this time between two clans of the Force-using Witches of Dathomir. Somehow in the midst of all this, Han found it within his heart to ask Leia to marry him, and a few weeks after leaving the planet—and eight years after a rescue aboard the Death Star—she became Leia Organa Solo.

The births of their first children—the Force-strong twins Jaina and Jacen—also took place amid titanic struggle, as Grand Admiral Thrawn attempted to re-forge the Empire. At first the target of assassination by the alien Noghri—accomplished hunter-killers trained by Darth Vader himself—Leia managed to turn them from their Imperial loyalties and to the New Republic. When they realized that Leia was the daughter of their "savior," Darth Vader, and that she was devoted to the New Republic, there was no question whom the Noghri would follow. Most of the Noghri still refer to her as "Lady Vader"—in their own way, a sign of respect.

Leia's next child, Anakin, was born shortly after she helped her brother Luke overcome the corruption of the dark side, masterminded by a clone of the Emperor. Dividing her time between political duties and raising her children—as well as the periodic crisis—Leia in time became Chief of State of the New Republic, replacing the ailing Mon Mothma. She found very little time for her Jedi training, a shortcoming that she personally has reconciled with herself, accepting her fate as a political creature, and not as a Jedi Knight. Still, born of a family strong in the Force, and trained by the most powerful Jedi in the New Republic, Leia is strong, and she occasionally calls upon her abilities in her duties as a diplomat and ambassador—as well as when her family or friends are threatened.

Now, with the new threat approaching from beyond the galaxy, Leia has stepped down from her duties as Chief of State, turning over control of the New Republic government to a new body of senators, led by the Bothan, Borsk Fey'lya. But she is concerned at the lack of cooperation in the Senate, observing how old tensions—long buried in the struggle against the Empire—have begun to arise. Many members of the ruling body seem to be using their positions and authority as a means of serving themselves, and not the galaxy. Worse still, those senators who have the most to gain from their positions have deliberately misread her concern as a bid to return to control of the New Republic, and have accused her of seeking to manipulate the Senate into approving her brother Luke's plans for establishing a Jedi Council.

Leia Organa Solo: Female Human Noble 10/Jedi Consular 3/Soldier 2; Init +1 (Dex); Defense 20 (+9 class, +1 Dex); Spd 10m; VP/WP 80/13; Atk +11/+6/+1 melee (1d3, punch) or +11/+6/+1 melee (2d8, crit 19–20, lightsaber), +12/+7/+2 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence +3; SV Fort +9, Ref +7, Will +10; SZ M; FP 8; Rep 12; Str 11, Dex 13, Con 13, Int 16, Wis 16, Cha 14.

Equipment: Blaster pistol, lightsaber (rarely carried).

Skills: Appraise +9, Astrogate +7, Bluff +11, Computer Use +7, Diplomacy +23, Gather Information +10, Intimidate +7, Knowledge (Alderaan) +9, Knowledge (Coruscant) +11, Knowledge (Jedi lore) +6, Knowledge (New Republic) +9, Knowledge (politics) +12, Knowledge (Rebellion) +10, Listen +5, Pilot +7, Read/Write Basic, Read/Write Bothan, Read/Write Calamarian, Sense Motive +15, Speak Basic, Speak Bothan, Speak Calamarian, Speak Noghri, Speak Shyriiwook, Spot +5, Treat Injury +7.

Force Skills: Affect Mind +6, Empathy +9, Enhance Senses +5, Farseeing +7, Heal Self +3, Move Object +7, See Force +9.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Iron Will, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge: Politics), Skill Emphasis (Knowledge: Rebellion), Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Han Solo, War Hero

Despite becoming a general in the Rebel Alliance, then a war hero, a husband, and a father three times over, Han Solo has changed very little in the 25 years since the Battle of Endor.

Through a series of wild adventures—including kidnapping Leia Organa to prevent her from marrying a handsome rival, evading continued pursuit by the bounty hunter Boba Fett, and helping to defeat the reborn Emperor—Han has remained much the same wry adventurer he was when he first met Luke Skywalker on Tatooine. If anything has changed, it is that he now has a greater sense of responsibility—to his wife, his three children, his friends, and to the safety of the New Republic. Although Han does not feel much of a connection to the Force himself, he admits that throughout his life, something has always thrust him into the role of hero, and he was never truly happy until he stopped fighting it. (His long-time friend and self-appointed conscience, Chewbacca, would probably claim that it was his own nagging that made sure Han always did the right thing.)

Chewbacca has remained Han's friend through countless adventures, helping to rescue him from the clutches of the gangster Jabba the Hutt, facing the three-eyed Trioculus, recruiting the smuggler Talon Karrde and the assassin Mara Jade to fight Grand Admiral Thrawn, destroying the Wayland weapons and cloning facilities, and even helping to raise Han's children. Next to Chewie, Luke Skywalker has been perhaps Han's closest friend, and the two have saved each other's lives more times than they can count. Though Han doesn't truly comprehend the Force (and still thinks of it as a "hokey religion") he sees how strongly it touches his wife and children, and trusts his friend Luke to train them in how to understand and use it themselves.

Han Solo has been married to Luke's twin sister, Leia Organa, since eight years after he first laid eyes on her in the prison detention block of the Death Star, near the ruins of Alderaan. Though their relationship started out rockily, and it took Han a long time to admit to himself—and to Leia—that he wanted to share his life with her, they are now deeply committed to one another, and to their children, Jacen, Jaina, and young Anakin. Before his fateful meeting with Luke Skywalker on Tatooine, Han would have looked on each new person in his life almost as a liability—someone who, should he come to depend on them, could be taken away from him at a moment's notice. But as his circle of friends has grown—from his oldest, best friend Chewbacca, to Luke and Leia and Lando, his three children, and even the droids C-3PO and R2-D2—Han has come to see them as solid, permanent fixtures in his life that can never be taken from him. As long as he has those people for support, Han knows that there is nothing the universe can throw at him that he can't handle.

Han Solo: Male Human Scoundrel 12/Soldier 2; Init +3 (Dex); Defense 23 (+10 class, +3 Dex); Spd 10m; VP/WP 85/13; Atk +13/+8/+3 melee (1d3+2, punch), +14/+9/+4 ranged (3d8, heavy blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +4d6; SV Fort +7, Ref +8, Will +4; SZ M; FP 5; Rep 9; Str 14, Dex 16, Con 15, Int 13, Wis 13, Cha 14.

Equipment: Heavy blaster pistol, cargo freighter (*Millennium Falcon*).

Skills: Appraise +9, Astrogate +13, Bluff +12, Demolitions +5, Disable Device +5, Gather Information +14, Hide +8, Intimidate +10, Knowledge (Corellia) +5, Knowledge (Imperial Navy) +6, Knowledge (merchants) +11, Knowledge (New Republic Navy) +7, Knowledge (organized crime) +11, Pilot +19, Profession (gambler) +17, Read/Write Basic, Repair +14, Speak Basic, Speak Huttese, Speak Shyriiwook.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Dodge, Rapid Shot, Point Blank Shot, Precise Shot, Skill Emphasis (Profession: gambler), Skill Emphasis (Repair), Spacer, Starship Dodge, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Jaina Solo, Jedi Apprentice

The oldest of Han Solo and Leia Organa's children (born five minutes before her brother Jacen), Jaina Solo looks like her mother—but decidedly takes after her father. Naturally curious about mechanical things, she has a talent for repair, and even refitted a downed TIE fighter while studying at the Jedi academy on Yavin 4. Whenever she is away from the academy, and aboard her father's ship, the *Millennium Falcon*, Han puts his daughter to work performing maintenance and repairs. It is something of a relief to Jaina that her youngest brother, Anakin, has a similar mechanical aptitude, since it means she is free to pursue her true interest: piloting.

Inheriting her father's quick reflexes at the helm, and her grandfather's talent with the Force, Jaina Solo is an extraordinary pilot. Despite being only 16 years old, she has already come to the attention of the galaxy-famous Rogue Squadron, who hope to one day recruit her as an X-wing pilot. In the meantime, though, she studies at the Jedi Academy under her aunt, Mara Jade Skywalker, and periodically becomes embroiled in adventures with (and plots against) her twin brother Jacen, also a Jedi-in-training. Their lives have been quite eventful so far, including being kidnapped, menaced by the spirit of an ancient Sith Lord, kidnapped again, and (unsuccessfully) lured to the dark side.

Jaina Solo is starting to become a young woman. Learning from both her mother and her mentor, Jaina is beginning to bond with both women, understanding their roles and motivations—and through them, understanding her own. She feels somewhat put upon that she is again and again forced to act as peacemaker between her two brothers, whose disagreements over the role of the Jedi Order occasionally all but bring the two boys to blows. Still, Jaina is starting to feel stifled in the shadow of her family, particularly her mother, and is eager to strike out and establish her own identity.

Jaina Solo: Female Human Jedi Guardian 6; Init +2 (Dex); Defense 19 (+7 class, +2 Dex); Spd 10m; VP/WP 40/13; Atk +6/+1 melee (1d3, punch) or +7/+2 melee (3d8, crit 19-20, lightsaber), +8/+3 ranged (3d6, blaster pistol); SV Fort +6, Ref +7, Will +4; SZ M; FP 4; Rep 4; Str 11, Dex 14, Con 13, Int 14, Wis 13, Cha 13.

Equipment: Lightsaber, blaster pistol.

Skills: Astrogate +4, Craft (lightsaber) +4, Knowledge (Jedi lore) +6, Pilot +8, Read/Write Basic, Repair +5, Speak Basic, Speak Calamarian, Speak Shyriiwook, Tumble +6.

Force Skills: Affect Mind +8, Battlemind +5, Empathy

+7, Enhance Ability +5, Force Defense +3, Move Object +11, See Force +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Jacen Solo, Jedi Apprentice

Like his twin sister Jaina, Jacen Solo is eager to explore life on his own. But unlike his sister, and *decidedly* unlike his younger brother Anakin, Jacen envisions a period of quiet contemplation of the mysteries of the Force. His goal is to discover for himself the kinds of secrets that his uncle and teacher, Luke Skywalker, never had time as a war hero to discover himself. Jacen's firm belief that this should be the goal of *all* Jedi Knights puts him philosophically at odds with Anakin Solo, who feels just as strongly that the job of the Jedi order is to bring justice to the galaxy—to intervene whenever and wherever necessary to champion the downtrodden.

Of course, neither sibling truly has enough of an understanding of the Force to know for sure how it should best be handled, although that hardly stifles the enthusiasm and idealism *any* Jedi apprentice feels. Perhaps more difficult for all three Solo children is the fact that they are again and again made pawns in attacks on their parents, their uncle, their school, their friends, and the Force itself. If, as Master Skywalker tells him, the Force truly moves its servants about to put them in the right place at the right time, Jacen reckons that at some point in the future, the Force needs him to be a veteran of a dozen adventures. This sense of destiny is partly what motivates Jacen to prefer meditation to action, so that when his time comes, he will know *precisely* what the Force expects of him.

Dark-haired and brown-eyed, Jacen resembles his scoundrel-turned-hero father in everything except temperament. Jacen likes to feel as though he is more like his famous uncle in demeanor, and tries hard to visualize what Luke would do in the situations he finds himself in. But Jacen still has an impulsive streak that could only have come from his father. Time and again, he makes rash plans and follows through with them without consideration of the consequences, trusting that the Force will always be there for him.

Jacen Solo: Male Human Jedi Guardian 6; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10m; VP/WP 46/13; Atk +7/+2 melee (1d3+1, punch) or +8/+3 melee (3d8+1, crit 19–20, lightsaber), +7/+2 ranged (3d6, blaster pistol); SV Fort +6, Ref +6, Will +4; SZ M; FP 4; Rep 4; Str 13, Dex 13, Con 13, Int 14, Wis 13, Cha 13.

Equipment: Lightsaber, blaster pistol.

Skills: Craft (lightsaber) +4, Intimidate +3, Knowledge (Jedi lore) +8, Pilot +7, Read/Write Basic, Speak Basic, Speak Calamarian, Speak Shyriiwook.

Force Skills: Affect Mind +9, Battlemind +6, Empathy +9, Enhance Senses +6, Farseeing +2, Force Defense +3, Move Object +11, See Force +6, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Sense.

Anakin Solo, Jedi Apprentice

The youngest child of Han Solo and Leia Organa, Anakin Solo is already strong in the Force. Named after his grandfather (out of respect for the man Anakin Skywalker was before he became Darth Vader), Anakin Solo was raised largely in the Imperial palace on Coruscant, where his parents could keep a close eye on him. Either because of who he was or his burgeoning aptitude with the Force, by age four Anakin Solo had already been the target of plots by both Imperial Remnant forces and devotees of the dark side.

Anakin's understanding of the Force evidences itself largely as an affinity for how things connect. By age five he was capable of disassembling and reassembling even complex computers, and when he travels with his father, the elder Solo often calls upon his son to help keep the *Millennium Falcon* in top working order. But Anakin is more interested in his training as a Jedi, and since his induction into the Jedi academy at age 11, he has focused on how to use the Force to protect and serve the helpless—a dynamic approach that engenders countless arguments between himself and his older brother, Jacen.

Dark-haired like his father, Anakin Solo has his namesake's ice-blue eyes. At age 15 he is on the verge of becoming a man, but is still not quite the Jedi Knight he wants to be, despite the fact this his teacher is his uncle Luke Skywalker, the most advanced Jedi in the galaxy. He is anxious to become a hero, and looks forward to the day when he can make his mother and father proud of his accomplishments.

Anakin Solo: Male Human Jedi Guardian 5; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10m; VP/WP 40/12; Atk +6 melee (1d3+1, punch) or +7 melee (3d8+1, crit 19–20, lightsaber), +6 ranged (3d6, blaster pistol); SV Fort +5, Ref +5, Will +3; SZ M; FP 3; Rep 3; Str 12, Dex 13, Con 12, Int 15, Wis 11, Cha 12.

Equipment: Lightsaber, blaster pistol.

Skills: Computer Use +10, Craft (electronics) +7, Craft (lightsaber) +4, Knowledge (Coruscant) +6, Knowledge (Jedi lore) +5, Pilot +3, Read/Write Basic, Repair +6, Speak Basic, Speak Calamarian, Speak Shyriiwook.

Force Skills: Affect Mind +5, Battlemind +8, Empathy +3, Enhance Ability +4, Move Object +9, See Force +4.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Mara Jade Skywalker

Once known as the Emperor's Hand, Mara Jade has turned her life around, from Imperial assassin to Jedi Knight and wife of New Republic hero and Jedi Master Luke Skywalker. Forged by the Emperor himself into an instrument of ruthless authority aimed at insurrection and dissent, Mara's duties included exposing traitors, discrediting the Emperor's political enemies, and creating direct routes through

SPECIALIZED YUUZHAN VONG EQUIPMENT

Ooglith Masquer: Related to the ooglith cloaker, this creature allows the wearer to cover his or her body with a convincing disguise. Generally, only Yuuzhan Vong involved in deep-cover operations employ them. Each masquer is bioengineered to mimic a certain species; the Yuuzhan Vong use them primarily to pass as Human (the species they most closely resemble in overall shape and size). Using an ooglith masquer confers a +10 bonus on the Disguise check of the wearer, so complete is the illusion. But, as with the ooglith cloaker, donning the masquer inflicts 1d4 points of damage to the wearer. It can also be removed in the same fashion as the cloaker: by pressing the hidden organ near the wearer's nose. This organ can be found with a successful Search check (DC 15).

Plaeryin Bol: Only high-ranking Yuuzhan Vong possess these sinister symbionts, which closely resemble a Yuuzhan Vong eyeball. The creature's "pupil" is actually a tiny mouth, which can spit a glob of venom out to a distance of 10 meters at the Yuuzhan Vong's command. (This is a contact venom, with a DC of 18. Initial damage is 1 point of wound damage; secondary damage is 1d4 points of wound damage.) Inserting a plaeryin bol requires that the "host" have an empty eye socket; the Yuuzhan Vong blessed with receiving plaeryin bols generally remove their own eye to accept the creature. Using the plaeryin bol correctly requires the Exotic Weapon Proficiency.

Tizowyrm: Yuuzhan Vong speak their own language, but these tiny symbionts, carried inside the ear, store phonic information and constantly communicate it to their wearers. Effectively, anyone wearing a tizowyrm gains the skill Speak Language for a specific language. All tizowyrms encountered among the Praetorite Vong confer the skill Speak Basic, or some other intragalactic tongue; the Yuuzhan Vong obviously have no need of tizowyrms that grant the skill Speak Yuuzhan Vong.

Tsaisi: This weapon is a shorter version of the amphistaff. Narrower, smaller, and more delicate, it requires even more skill to use: Exotic Weapon Proficiency (tsaisi). Its profile is given below:

Tsaisi Weapon Profile

Configuration	Damage	Critical	Range	Type
Baton	1d4/1d4	20	–	Bludgeoning
Two-headed dagger	1d6/1d6	20	4	Piercing, slashing
Lash	1d2*	20	Special	Slashing
Lash-Dagger	1d2*/1d6	20	Special	Piercing, slashing
Venom spitter	Special	–	10	–

**Using the lash function of the amphistaff forces any creature struck to attempt a Fortitude save against poison.*

Villip: Created in pairs, these leathery lumps of flesh maintain contact with each other over even galactic distances. The Yuuzhan Vong use villips to communicate across long distances in the fashion they call "villip-speak." The user "awakens" a villip by stroking it, after which it stimulates its twin to awaken as well. Each then unfolds along the sole break in its membranous tissue, and puckers its flesh into the shape of the owner of the villip at the other end. In effect, the villip shows its operator the features of the person he or she is communicating with (*presumably*–the villip adopts this form when it is first joined to its owner, and has no way of knowing who is operating it). In addition, the villip emulates the voice of its twin's owner, completing the eerie illusion of direct communication with the other party. The villip "speaks" whatever language is being spoken to its twin–it does not perform any translation function. The Yuuzhan Vong occasionally fire villips through space to attach themselves to other ships, where the villip actually squeezes through microscopic gaps in the hull–allowing communication with the passengers of the ship. Learning how to awaken a villip requires a successful Intelligence check (DC 15). See Yuuzhan Vong Equipment, page 255.

bureaucracies–often via the most expedient means available: assassination. But her facility with disguise and ingenuous demeanor meant that precious few realized she was more than simply a pretty dancer who amused the Emperor. In fact, Mara Jade was trained in hand-to-hand combat, marksmanship, the use of exotic weapons and poisons, and most interestingly, the Force.

Although personally trained by the living epitome of the dark side, Mara Jade's own experience with the Force was neither good nor evil. She dwelt in a gray area, using the Force to augment her own formidable abilities, but not drawing on its darker aspects, and not using it in hatred or anger. Indeed, her emotional detachment about her assignments lent Mara an almost Jedi-like self-control. Were she not the Emperor's personal assassin, she might well have become a Jedi Master–though through some means known only to the Emperor, Mara Jade's own control of the Force was assisted by Palpatine himself. When he perished, much of her ability swiftly faded away.

Something that did not fade was the Emperor's last command to her: kill Luke Skywalker. She had previously been given that very assignment when Darth Vader failed to destroy Luke at Bespin (perhaps, as the Emperor suspected, out of a lingering sense of kinship with the young Jedi), but had herself failed to intercept Skywalker on Tatooine, even though she had infiltrated Jabba's court for that very purpose. Before she could arrange to finish the job, the Emperor was suddenly dead, and Mara's sense of purpose in the galaxy (and place of prestige in the Empire) was no more.

Drifting almost aimlessly for some time, changing identities as the need arose, she finally joined forces with the smuggler Talon Karrde. While working in the notorious criminal's organization, Mara was surprised to encounter Luke Skywalker again–and even more surprised when, instead of fulfilling the Emperor's last command, she saved his life. Over the next few years, she and Skywalker crossed paths again and again, and though she plainly intended to

destroy him, circumstances prevented her, and in fact, occasionally made them allies. Only when the mad Jedi clone Joruus C'Baoth attempted to turn them both to the dark side, and Mara slew a clone of Luke Skywalker, did she finally feel as though she had fulfilled her duty to the Emperor.

From there, Mara returned to Talon Karrde's new Smuggler's Guild, taking over for him when he retired. Although she was sorely tempted to join Luke Skywalker's Jedi academy, she left after only a few days. After Mara spent a few years moving around the galaxy as in independent operator (forming occasional partnerships with Han Solo and Lando Calrissian), she finally returned to study with—and eventually fall in love with and marry—the man she was once sworn to kill: Luke Skywalker.

Now, even as she trains her niece, Jaina Solo, in the Jedi arts, Mara Jade Skywalker slowly succumbs to a mysterious molecular disease that saps her strength. Although she is able to keep its worst effects at bay using the Force, she is one of only two people to contract it and still live—though the other is near death. At age 45, the red-haired Jedi Knight fears that she will never become a mother—either her disease or her age, or a combination of both, will work against her.

Mara Jade Skywalker: Female Human Jedi Guardian 8/Scoundrel 6; Init +2 (Dex); Defense 25 (+13 class, +2 Dex); Spd 10m; VP/WP 96 (54*)/15 (8*); Atk +14/+9/+4 melee (1d6+2, crit 20, punch) or +15/+10/+5 (3d8+2, crit 19–20, lightsaber), +14/+9/+4 ranged (3d6, blaster pistol); SQ Sneak attack +2d6, Jedi Knight; SV Fort +10 (+7*), Ref +13, Will +7; SZ M; FP 2; Rep 8; Str 14, Dex 15, Con 15 (8*), Int 13, Wis 12, Cha 14.

Equipment: Lightsaber, blaster pistol, shuttle (*Jade's Sabre*).

Skills: Computer Use +7, Craft (lightsaber) +5, Demolitions +6, Disable Device +9, Disguise +12, Entertain (dance) +8, Gather Information +10, Knowledge (Jedi lore) +5, Knowledge (smugglers) +7, Pilot +10, Read/Write Basic, Sleight of Hand +7, Speak Basic, Speak Huttese.

Force Skills: Affect Mind +8, Battlemind +11 (+8*), Enhance Ability +8 (+5*), Heal Self +14 (+11*), Move Object +15, See Force +11, Telepathy +7.

Feats: Alertness, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Martial Arts, Point Blank Shot, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Knight Speed, Lightsaber Defense, Sense.

** Due to the Yuuzhan Vong disease that currently infects her, Mara Jade's Constitution is greatly reduced.*

Nom Anor, Agent Provocateur

To the galaxy at large, Nom Anor is a mysterious and charismatic leader of the Red Knights of Life, a fanatical anti-technology, anti-Jedi cult located on the planet Rhommamool. Calling for the discontinuance of technology and the "punishment" of those who use it, Nom Anor presents the very image of a dangerous madman in a fortunately small political arena.

But Nom Anor is not what he seems. In truth, he is an advance agent of the alien Yuuzhan Vong war fleet, an agitator testing the cohesiveness of the New Republic political structure while at the same time seeding the populace with pro-Yuuzhan Vong ideology. In this role, Nom Anor paves the way for Yuuzhan Vong control of the New Republic, and simultaneously distracts public attention from the threat looming at their door.

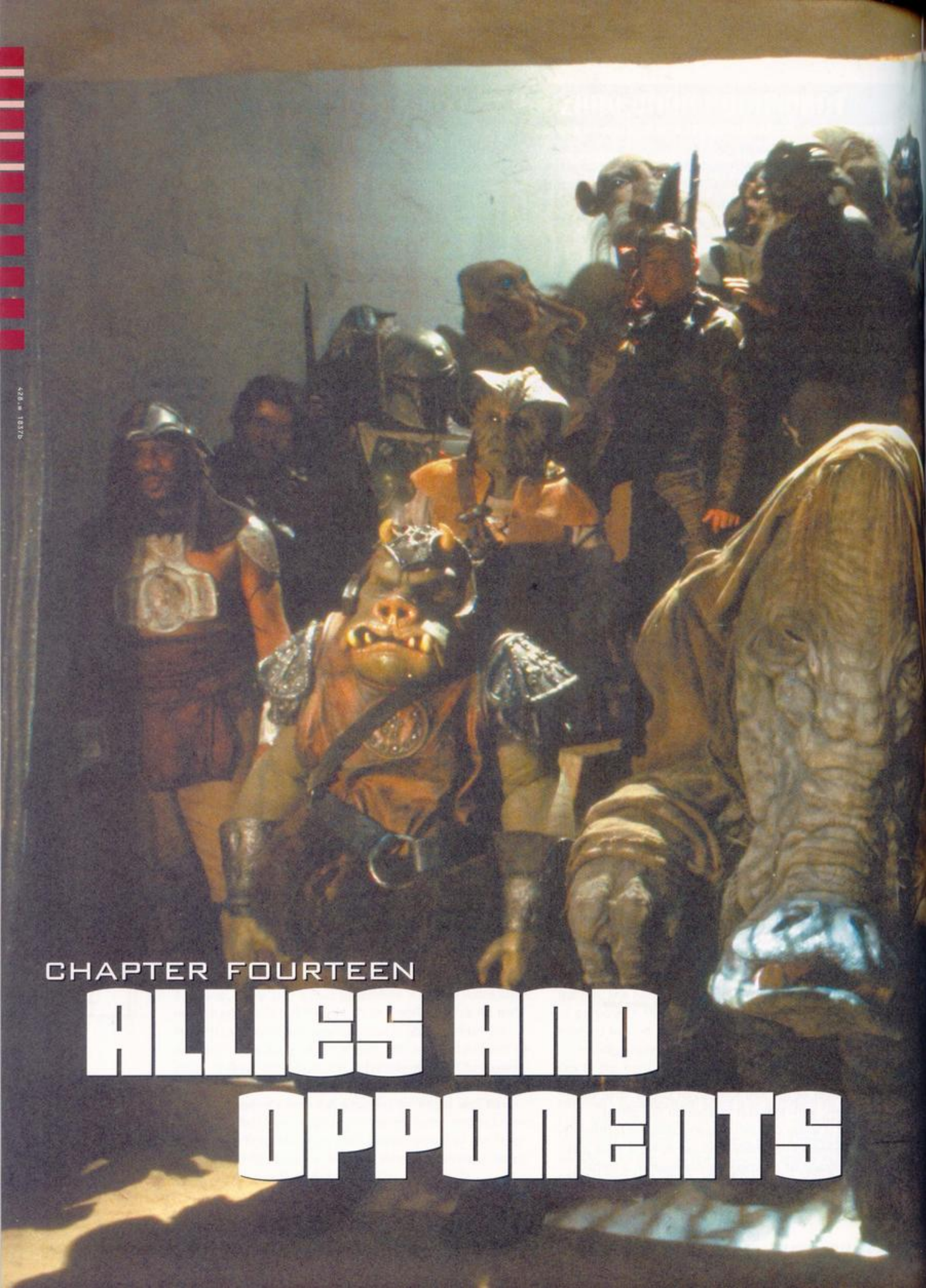
Cultivating an image similar to that of the infamous Dark Lord of the Sith, Darth Vader, Nom Anor dresses in dark body armor and shrouds himself with a black cape. But even under his obscuring armor he is in disguise, using Yuuzhan Vong biotechnology to appear to be Human. He is rarely seen without his Rhommamoolian advisor, Shok Tinoktin, and always has his covert Yuuzhan Vong bio-organic equipment somewhere close by.

Nom Anor: Male Yuuzhan Vong, Noble 6/Soldier 5/Officer 3; Init +0; Defense 18 (+8 class); Spd 10m; VP/WP 95/14; Atk +13/+8/+3 melee (1d4/1d4, tsaisi baton) or +13/+8/+3 melee (1d6/1d6, tsaisi two-headed dagger) or +13/+8/+3 melee (1d2 + poison, tsaisi lash) or +13/+8/+3 melee (1d2 + poison/1d6, tsaisi lash-dagger), +11/+6/+1 ranged (special, tsaisi venom spitter) or +11/+6/+1 ranged (3d6, blaster pistol); SQ Yuuzhan Vong biotech, immune to Force, Sense and Alter, call in a favor, inspire confidence +2, leadership, requisition supplies; SV Fort +12, Ref +6, Will +9; SZ M; FP 0; Rep 7+; Str 14, Dex 11, Con 14, Int 15, Wis 13, Cha 15.

Equipment: Blaster pistol, tsaisi, ooglith masquer, plaeryin bol, tizowyrm, villips.

Skills: Appraise +6, Astrogate +10, Bluff +11, Demolitions +10, Diplomacy +16, Disguise +15, Gather Information +12, Intimidate +15, Knowledge (organized crime) +6, Knowledge (Imperial Remnants) +10, Knowledge (Rhommammool) +6, Knowledge (Yuuzhan Vong) +10, Pilot +8, Read/Write Yuuzhan Vong, Sense Motive +9, Speak Basic, Speak Rhommamoolian, Speak Yuuzhan Vong.

Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Exotic Weapon Proficiency (plaeryin bol), Frightful Presence, Great Fortitude, Skill Emphasis (Disguise), Starship Operation (space transports), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).



CHAPTER FOURTEEN

ALLIES AND OPPONENTS

Aliens of the Galaxy

The *Star Wars* universe is home to a dizzying array of sapient species at a wide range of technological development. Despite the fact that Humans have been traveling the stars for tens of thousands of years, and many aliens have been doing the same for an equal period of time, scouts discover new inhabited worlds all the time.

The following entries represent a small sample of the aliens heroes may encounter as either friends or foes.

Bothans

Bothans hail from the Mid Rim planet of Bothawui. They are short, furry humanoids with pointed ears. Both males and females sport tapering beards. They developed the technology to travel among the stars millennia ago and are long-standing members of galactic civilization.

To the Bothans, information is the galaxy's most valuable currency, as well as its most potent weapon. As a culture, they believe that direct confrontation with foes—whether economic, political, or martial—is pointless. In any open conflict, the object or possession both sides desire is often damaged or destroyed. This attitude has made espionage of all types a natural line of work for Bothans. Information and spies are their home system's greatest exports. The famed Bothan SpyNet is the largest independent intelligence gathering organization the galaxy has ever known.

Beings of power everywhere find the Bothans irritating. Their species has a tendency to use every bit of information it can find to acquire either leverage or money. However, no one wants to be the only person without access to the SpyNet, so everyone continues to deal with the Bothans.

Bothans are capable of speaking Basic, as their native language contributed to its development.

Bothan Commoner: Init +1 (Dex); Defense 11 (+1 Dex); Spd 10m; VP/WP —/9; Atk +0 melee (1d3 punch), +1 ranged (2d4, hold-out blaster); SV Fort +0, Ref +1, Will –1; SZ M; FP 0; Rep 0; Str 10, Dex 12, Con 9, Int 11, Wis 9, Cha 10.

Equipment: Variety of personal belongings.

Skills: Gather Information +3, Knowledge (varies) +1, Profession (varies) +1, Sense Motive +1.

Species Features: +2 Dex, –2 Con, –2 Wis; +2 species bonus on Gather Information and Sense Motive checks.

Cereans

Cereans are a humanoid species that originated on Cerea, a world on the fringes of known space. Their physical build is roughly the same as baseline Humans, but with one major difference: their tall, conical heads hold complex binary brains. The species established contact with the rest of the galaxy shortly before the Republic was transformed into the Empire. The Cereans swiftly gained galactic fame as expert astrogators, cryptographers, and economists. Few patterns or trends, no matter how convoluted or obscure, escape the notice of a Cerean.

BOTHAN

The Cerean homeworld is largely an unspoiled paradise. Their culture's traditional values emphasize living in harmony with nature, always minimizing any impact on the environment from technology. The philosophies of the Jedi appeal to them, but there is much about the Republic and the Empire that otherwise disturbs those who subscribe to their more traditional values. This concern seems justified, since the few cities where they have allowed outsiders to build have invariably decayed into dirty warrens of avarice and greed.

Cereans have no difficulty speaking Basic. Few are fluent in it, however, due to their isolation from the rest of the galaxy.

Cerean Commoner: Init +1 (–1 Dex, +2 species); Defense 9 (–1 Dex); Spd 10m; VP/WP –/10; Atk +0 melee (1d3 punch), –1 ranged; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; Rep 0; Str 10, Dex 9, Con 10, Int 12, Wis 13, Cha 11.

Equipment: Variety of personal belongings.

Skills: Craft +3 or Profession (varies) +3, Knowledge (varies) +3.

Species Features: +2 Wis, –2 Dex; +2 species bonus on initiative checks.

Dugs

The Dugs are a species of diminutive arboreal creatures with a well-deserved reputation for unnecessary brutality and extreme mean-spiritedness. Evolving in the tops of trees on their high-gravity homeworld of Malastare has made them very agile and strong. Few Dugs have any desire to leave Malastare, preferring instead to remain on their home planet, where they struggle to keep control of their native lands on the world's western continent.

Dugs view themselves as embattled warriors, always fighting for what is rightfully theirs, but always being beaten back by just about everyone else in the galaxy. Their first contact with aliens occurred when the Gran established a colony on Malastare, triggering a long and brutal war. The Republic settled the dispute in favor of the Gran, pushing the Dug to the political and economic fringes of their own world. This was the but the first in a long string of clashes with aliens. The Dug responded by pitying themselves, yet in return, the rest of the galaxy just felt more disgust and disappointment. Knowing that no one else wants to have anything to do with them, the Dugs have developed a culture that is openly self-congratulatory. There isn't a Dug alive who doesn't claim an ancestry that includes legendary heroes and patriots.

Few Dugs bother to learn Basic, but those who do can speak it with only minor difficulty. They rarely do so, however, hoping instead to force others to acknowledge Dug society by making them learn *their* language.

Dug Commoner: Init +1 (Dex); Defense 12 (+1 size, +1 Dex); Spd 6m; VP/WP –/10; Atk +1 melee (1d3 punch), +2 ranged; SQ Great shout; SV Fort +0, Ref +2, Will –1; SZ S; FP 0; Rep 0; Str 11, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Equipment: Variety of personal belongings.

Skills: Climb +2, Jump +2, Knowledge (Dug history) +1, Profession +3 (varies).

Species Features: +2 Dex, –2 Wis, –2 Cha; +2 species bonus on Climb and Jump checks; Great Shout—a Dug can inflate its throat and issue a bellow that can be heard over a distance of its Constitution × 300 meters.

Ewoks

Intelligent omnivores native to one of the moons orbiting Endor, a silvery gas giant on the fringes of the Unknown Regions, the Ewoks are furry bipeds that stand an average of one meter tall. Before the Battle of Endor, their existence was almost entirely unknown, except among a handful of Imperial scouts and xenobiologists.

Ewoks are organized in tree-dwelling tribes. Tribal occupations are gender-based. Males hunt, forage, and make weapons, while females raise young and handle other domestic tasks. Ewok culture revolves around complex animistic beliefs involving the giant trees of the forest moon. The forests of Endor loom as large in their tales as they do in their lives.

Although technologically primitive, Ewoks are clever, inquisitive, and inventive. They are experts at creating tools, traps, and other contraptions using wood, cloth, vines, and stones. When first introduced to machines, they are skittish and wary, but Ewok curiosity soon overcomes fear, leading to wild and inventive experimentation. They can eventually learn to operate any item of technology, assuming someone is brave enough to help them attempt it (and deal with the consequences).

Ewoks can learn to speak Basic. Conversely, their native language, Ewokese, can be spoken by other species also capable of speaking Basic.

Ewok Commoner: Init +1 (Dex); Defense 12 (+1 size, +1 Dex); Spd 6m; VP/WP –/11; Atk +0 melee (1d2 punch), +2 ranged; SQ Primitive; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; Rep 0; Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 10.

Equipment: Variety of primitive personal belongings.

Skills: Craft (varies) +2, Search +2, Survival +2.

Species Features: +2 Dex, –2 Str; Primitive—Ewoks suffer a –4 penalty on any tech-related skill checks; +2 bonus on Survival checks.

Gamorreans

Gamorreans are green-skinned porcine creatures from the Outer Rim world of Gamorr. Their tendency toward (and talent for) violence has made them valued bodyguards and enforcers for crimelords across the galaxy. Gamorreans are known for their great strength and martial prowess. They prefer to use large melee weapons in combat, often carrying big swords and axes. Many believe ranged weapons of any sort are the tools of cowards.

Gamorrean civilization is primitive—they have no high-tech equipment of their own. Every aspect of their society is geared toward preparing and executing the never-ending wars between their clans. Males on Gamorr devote all their time to warfare, while the females farm, hunt, weave, and manufacture weapons. All attempts by xenosociologists to "civilize" the Gamorreans have met with disaster. The hatred between clans is so strong that even Gamorreans who leave their homeworld—either as slaves or to seek their fortune—carry their clan wars with them. Anyone who hires Gamorrean enforcers is wise to inquire about their clan backgrounds first, especially if he wants to be sure they won't spend more time fighting each other than tending their duties.

Gamorreans are generally viewed as mindless brutes with primitive social values. The fact their physiology does not allow them to speak Basic reinforces these views. The Gamorreans, however, don't care what others think of them, so long as they are paid for their work and given plenty of opportunities to bash, hack, and slash.

Gamorrean Commoner: Thug 1; Init –1 (Dex); Defense 9 (–1 Dex); Spd 10m; VP/WP –/15; Atk +2 melee (1d3+1, punch), +0 ranged; SQ can't speak Basic; SV Fort +6, Ref –1, Will –1; SZ M; FP 0; Rep 0; Str 13, Dex 8, Con 15, Int 8, Wis 9, Cha 8.

Equipment: Melee weapon, a variety of personal belongings.

Skills: Intimidate +1.

Feats: Power Attack, Weapon Group Proficiency (simple).

Species Features: +2 Str, –2 Dex; cannot speak Basic; +2 species bonus on Intimidate checks; +2 species bonus on Fortitude saves; +1 species bonus on melee attacks; bonus feats of Power Attack and Weapons Group Proficiency (simple weapons).

Gungans

The Gungans are humanoids native to the swamps of the Outer Rim world of Naboo. Centuries ago, they all but abandoned life on the surface of the world. They now live at the bottom of deep lakes and in the ocean. Gungans are technologically advanced, relying mostly on forms of bio-tech that allow them to not so much build their homes and production facilities as grow them. They take great cultural pride in coexisting with nature, manufacturing as much as possible from the natural resources of their underwater habitat while taking great strides to create items that blend with it.

Gungan culture is basically peaceful, but it evolved from a series of long, bloody clan wars. The arrival of Human settlers on Naboo forced them to unite. Elements of the warrior culture still remain, and Gungans still admire strength and cunning. Most Gungan communities are devoted to farming or the manufacture of goods that are then traded to other Gungan settlements. They also reluctantly trade with the Humans of Naboo, though they keep contact to a minimum.

When the Trade Federation invaded Naboo, the Gungans were the only ones able to mount noteworthy resistance on the planetary surface. However, the conflict gives them respect for the other citizens of known space, inspiring them to join the rest of the galaxy. In the decades before the Empire was declared, the Gungans began to develop space travel. While they only established a single permanent colony on one of Naboo's moons, they have traveled far and wide, becoming prized mercenaries and security officers.

Gungans can speak Basic with ease, even if few of them have mastered it well, due to their limited contact with other species. The end result is a heavily accented muddle

of unique grammar interspersed with the occasional Gungan phrase.

Gungan Commoner: Init +0; Defense 11 (+1 Dex); Spd 10m; VP/WP —/13; Atk +0 melee (1d3, punch or 1d6, club or other weapon), +0 ranged; SQ Low-light vision; SV Fort +1, Ref +1, Will −1; SZ M; FP 0; Rep 0; Str 10, Dex 11, Con 13, Int 10, Wis 9, Cha 10.

Equipment: Variety of personal belongings and a simple club.

Skills: Listen +1, Craft (varies) +2 or Profession (varies) +1.

Species Features: +2 Con, −2 Wis; +4 species bonus on Swim checks; +2 species bonus on Listen checks; +1 species bonus on Reflex saves.

Humans

Humans are believed to have originated on Coruscant. If they did indeed originate somewhere else, the knowledge of this world has long since been swept away by the passage of time. The species has dominated the Core Worlds for centuries. Humans have long been the driving force behind Republic expansion throughout the galaxy. They are at once the most ubiquitous and most varied species in the galaxy, present on most settled worlds, yet with an almost limitless variance in racial, cultural, and ethnic identifiers.

There are many distinct cultural groups among Humans. Each one is different from the "baseline" Human civilization, yet still has its own distinct colonies throughout the galaxy. Most prominent among these are the Corellians, the Chalacta, the Kuati, the Lorrdians, and the Mandalorians. However, every Human settlement on every planet has its own unique qualities.

In addition to the myriad of different kinds of Humans, the galaxy is also home to a dizzying array of Near-Human species. These have typically arisen through genetic engineering (before the Republic outlawed such practices), or by living in an unusual environment for thousands of generations. While some Near-Humans may have special abilities, for the most part, they only differ from baseline Humans in minor ways (such as appearance, altered life spans, enhanced manual dexterity, and so on). The Hapans and Wroonians are widely known Near-Human species. Making broad statements about Near-Humans is almost as difficult as generalizing about Humans.

Humans and Near-Humans have no trouble speaking Basic. The universal galactic tongue was based on several languages, but Ancient Corellian and Coruscanti were among the most influential. In the modern era, many Human cultures speak only Basic.

Human and Near-Human Commoner: Init +0; Defense 10; Spd 10m; VP/WP —/10; Atk +0 melee (1d3, punch), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Variety of personal belongings.

Skills: Craft (varies) or Profession (varies) +4, Knowledge +4.

Feats: Skill Emphasis (Craft, Knowledge, or Profession).

Hutts

Hutts are immense, sluglike, hermaphroditic creatures with bulbous heads. Two catlike eyes rise from the surface of a Hutt's face; his lipless mouth spreads from ear hole to ear hole. Hutts were space travelers since before the beginning of their recorded history. Most are vicious megalomaniacs who consider their kind to be beyond morality as perceived by lesser beings. They have a talent for manipulating other beings and enjoy accumulating and exerting power over others.

For millennia—from the fall of the Sith Empire to the present day—the Hutts have been an important factor on the Outer Rim. Until the rise of the Empire, they were the de facto rulers of that region of space. They remain the only forces that need to be reckoned with in "Hutt Space," a region of the Outer Rim surrounding the Hutt homeworld of Nal Hutta.

> "This bounty hunter is **my kind of scum.** Fearless and inventive."
>
> —Jabba the Hutt

Hutts are often found at the center of business and criminal enterprises. Legality (or lack thereof) does not affect whether a Hutt will pursue a venture. All that matters is how much of a benefit—and a profit—one can get from it.

Hutts speak Basic with ease, and their massive, booming voices permit them to be very intimidating when they do. However, they rarely communicate in anything but their native language, Huttese. While a typical Hutt can understand as many as ten different local tongues, he rarely demeans himself by speaking them.

Hutt Commoner: Init −3 (−1 size, −2 Dex); Defense 7 (−1 size, −2 Dex); Spd 2m; VP/WP —/26; Atk −1 melee (1d3+1, punch), −2 ranged; SQ +6 to Will saves against mind-affecting Force powers, Hutts are always considered fallen; SV Fort +0, Ref −2, Will +1; SZ L; FP 0; Rep 0; Str 13, Dex 6, Con 13, Int 12, Wis 13, Cha 12.

Equipment: Repulsor sled, variety of tasty foods, plenty of bodyguards.

Skills: Bluff +2, Knowledge (varies) +3.

Feats: Infamy.

Species Features: +2 Str, −4 Dex, +2 Con, +2 Int, +2 Wis, +2 Cha; bonus feat (Infamy).

Ithorians

The Ithorian homeworld orbits a star in the Mid Rim's Lesser Plooriod Cluster. An Ithorian is a large Humanoid with a long neck that curls forward and ends in a dome-shaped head. (Some commonly refer to them as "hammerheads.") A peace-loving and gentle species, Ithorians are widely recognized as talented artists, brilliant agricultural engineers, and skilled diplomats.

Ithorians are perhaps the greatest ecologists in the galaxy. They have a technologically advanced society, but have devoted much of their efforts to preserving the natural

beauty of their homeworld's tropical jungles. They live in what they refer to as "herds," dwelling in floating cities that hover above the surface of their planet, where they continually strive to maintain the ecological balance in what they reverently refer to as "Mother Jungle."

Ithorians developed space travel early in their civilization. They now travel through hyperspace in massive "herdships." Their starships are masterpieces of environmental engineering. Each carries within it a perfect replica of their native jungle. Ithorian ships are familiar sights from one end of the galaxy to the other. Many planetary populations look forward to trading for whatever exotic wares the Ithorians bring from distant planets.

Ithorians are able to speak Basic, but with a peculiar twist. An Ithorian has two mouths, one on either side of his curling neck. This produces a stereo effect that can be disconcerting to beings who aren't used to dealing with their kind.

Ithorian Commoner: Init –1 (Dex); Defense 9 (–1 Dex); Spd 10m; VP/WP –/11; Atk +0 melee (1d3, punch), –1 ranged; SV Fort +0, Ref –1, Will +2; SZ M; FP 0; Rep 0; Str 10, Dex 9, Con 11, Int 10, Wis 13, Cha 12.

Equipment: Variety of personal belongings.

Skills: Knowledge (Agriculture) +3, Knowledge (Nature) +3, Profession (Engineer) +2, Survival +5.

Species Features: +2 Wis, +2 Cha, –2 Dex; +2 species bonus on Knowledge (nature) checks; +4 species bonus on Survival checks; +1 species bonus on Will saves.

Mon Calamari

The Mon Calamari are land-dwelling amphibians who share their Outer Rim homeworld with the Quarren, a species of sea-dwelling amphibians. They tend to be soft-spoken, but will vigorously defend causes that inspire them. Mon Calamari believe sentient beings should struggle to make order out of chaos, while attending to the greater good whenever possible.

Their ancestors have been explorers from the species' earliest recorded history. They always dreamed of traveling to the stars. When they finally achieved their dream, they were delighted to find they weren't alone in the galaxy. Delight turned to disappointment when the corrupt forces that gripped the Galactic Republic in its later years devastated their homeworld. Mon Calamari suffered under great oppression when the Empire was formed; thus, it was one of the first alien civilizations to declare support for the Rebel Alliance.

Mon Calamari are widely recognized for their keen analytical and organizational abilities. The Mon Calamari have developed a reputation as being among the foremost ship designers in the galaxy. They are able to speak Basic with ease, even though their vocal cords seem to produce a "gurgling" sound when they do.

Mon Calamari Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/8; Atk +0 melee (1d3, punch), +0 ranged; SQ Amphibious, low-light vision; SV Fort –1, Ref +0, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 10, Con 8, Int 13, Wis 11, Cha 11.

Equipment: Variety of personal belongings.

MON CALAMARI

Skills: Craft (varies) +4, Profession (varies) +2, Knowledge +2 (varies).

Species Features: +2 Int, –2 Con; Amphibious—does not check for drowning; +4 species bonus on Swim checks; +4 species bonus on Craft (select one) checks; +1 species bonus on Will saves in moist environment, –1 species penalty on Will saves in dry environment.

Noghri

The Noghri are a small, compact humanoid species native to the isolated Outer Rim planet of Honoghr. A Noghri has gray skin, black, beady eyes set deep within bony sockets, claws, and a mouth filled with vicious fangs. Natural-born hunters, they prefer to use primitive weapons, usually killing their victims up close.

The Noghri have a primitive culture built around close-knit family groups that engage in many customs and rituals. They were living happily on Honoghr, unaware that other intelligent species even existed, until a space battle in orbit over their world contaminated the planet with toxic chemicals. The Noghri faced famine and extinction when a black-garbed visitor from the stars arrived: Darth Vader. He promised to save their dying homeworld; in return, the Noghri pledged to serve him and the Empire.

The Noghri served Vader as his secret assassins for decades. Five years after Vader's death, one of their number recognized Princess Leia as Darth Vader's daughter. They turned from serving the Empire to serving this new "Lady Vader." Several clans of Noghri remain dedicated to the protection of Leia and her family well into the era of The New Jedi Order.

NOGHRI

The Noghri rarely travel the galaxy alone. During the Civil War, they are always found in the company of Darth Vader's agents or (briefly) with the forces of Grand Admiral Thrawn. Later, they may be found in the company of New Republic agents, as well as the allies, friends, and relatives of Princess Leia. They speak Basic with ease, albeit with soft, whispered, chilling voices.

Noghri Commoner: Scout 1; Init +1 (Dex); Defense 14 (+1 size, +2 class, +1 Dex); Spd 6m; VP/WP 6/11; Atk +1 melee (1d4, claw; 1d3, bite), +2 ranged (1d6, throwing dagger); SQ Keen smell; SV Fort +0, Ref +4, Will +1; SZ S; FP 0; Rep 0; Str 10, Dex 13, Con 11, Int 11, Wis 12, Cha 6.

Equipment: One small melee weapon, variety of personal belongings.

Skills: Hide +7, Listen +5, Move Silently +7, Search +4, Spot +5, Survival +5.

Feats: Sneaky, Track, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Species Features: +2 Dex, +2 Wis, –4 Cha; Keen Smell—Noghri can identify an individual by smell at a range of 10 meters with a Wisdom check (DC 10).

Rodians

Rodians are a humanoid species that hails from the Tyrius star system in the Mid Rim. They have multifaceted eyes that range in color from light blue to pitch black, a tapered snout, and skin that is universally deep green. A typical Rodian has a prominent ridge of spines running along the back of his skull. His fingers are long, flexible, and end in suction cups.

The Rodian homeworld of Rodia is humid and choked with heavy rainforests teeming with dangerous life forms. They evolved into brutal hunters and killers to survive. As their technology became more advanced, they started exterminating other life forms on their world at an increasing pace. If a Republic scout vessel hadn't reached Rodia when it did, the world's ecosystem might well have been damaged beyond repair, and the Rodians would have died out. Instead, they joined the Galactic Republic, fascinated by the powerful ships that let them travel to the stars . . . and the mighty energy weapons used by the aliens they found there.

Rodian culture is built almost entirely around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intelligent and dangerous a hunter's prey, the more honorable the hunt. Rodians have numerous annual festivals that exist solely to honor such activities. Since joining the rest of the galaxy's starfaring species, the Rodians have come to view bounty hunting as the most honorable profession in existence. Many of them have found great success in this field.

Rodians are able to speak Basic, although their snout-like mouths make pronouncing some phrases difficult. They prefer to communicate in their own language, which can be spoken by any species capable of using Basic.

Rodian: Scout 1; Init +1 (Dex); Defense 11 (+1 Dex); Spd 10m; VP/WP 8/10; Atk +0 melee (1d3, punch), +1 ranged (2d4, hold-out blaster, or other weapon); SV Fort +1, Ref +1, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 11.

Equipment: Variety of personal belongings, hold-out blaster.

Skills: Climb +4, Listen +7, Pilot +5, Search +6, Spot +7, Survival +6.

Feats: Alertness, Skill Emphasis (Survival), Track, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Species Features: +2 Dex, –2 Wis; bonus feat (Track); +2 species bonus on Search, Spot, and Listen checks.

Sullustans

Sullustans are humanoids with large round eyes. They are native to Sullust, a harsh, volcanic planet in the Outer Rim Territories. Their species evolved in the planet's numerous caves. They continue to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them. They have natural inclinations toward astrogation and piloting. It is said that once a Sullustan has traveled a path, he or she never forgets it, even in hyperspace.

This friendly, gregarious species enjoys interacting with unique, unusual, and intersting beings. When Republic scouts first visited their homeworld, the Sullustans embraced the notions of space travel and a galaxy-wide civilization wholeheartedly. The Sullustan manufacturing company SoroSuub quickly became the first non-Human-owned interstellar corporation. It remains one of the largest manufacturing conglomerates in the galaxy, even in the era of

the New Republic. The company is so powerful that it has become the official government of Sullust. More than 50 percent of the planet's population is on its payroll. SoroSuub retained its independence by walking a careful balancing act between the Empire and the Alliance during the Galactic Civil War.

Sullustans are able to speak Basic with some minor difficulty.

Sullustan Commoner: Init +1 (Dex); Defense 12 (+1 size, +1 Dex); Spd 6m; VP/WP –/8; Atk +0 melee (1d2, punch), +2 ranged; SQ Darkvision; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; Rep 0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Climb +1, Craft (varies) +2 or Profession (varies) +2, Pilot +2, Hide +5, Listen +2.

Species Features: +2 Dex, –2 Con; bonus feat (Track); +2 bonus on all Listen and Spot checks.

Twi'leks

Twi'leks are tall, thin humanoids native to the Ryloth star system in the Outer Rim. They come in a wide variety of distinct races, but are all instantly recognizable by the tentacular "head-tails" that protrude from the backs of their heads. Their native technologies are primitive by galactic standards. While they haven't developed their own means of space travel, they have become a common sight on many Outer Rim planets. Twi'leks are sly, cunning beings who can be found with merchants, pirates, mercenaries, and slavers.

Twi'leks are known as a calculating, pragmatic people. Generally speaking, they try to avoid being swept up in other beings' troubles, preferring instead to duck into the shadows and wait out large conflicts. From a safe hiding place, they can observe, plan, and prepare to profit from the outcome.

Twi'leks are able to speak most humanoid tongues and have no difficulty with Basic. However, the Twi'lek head-tail language known as Lekku cannot be effectively spoken by other species and is unique to Twi'leks.

Twi'lek Commoner: Init +0; Defense 10; Spd 10m; VP/WP –/11; Atk +0 melee (1d3, punch), +0 ranged; SQ Low-light vision; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; Rep 0; Str 10, Dex 10, Con 11, Int 11, Wis 8, Cha 13.

Equipment: Variety of personal belongings.

Skills: Craft (varies) +1, Diplomacy +2, Knowledge (varies) +1.

Species Features: +2 Cha, –2 Wis; +1 species bonus on Fortitude saves; Lekku head-tail language.

Wookiees

Wookiees are intelligent arboreal creatures from the forested Mid Rim world of Kashyyyk. Their planet teems with dangerous creatures. Although Wookiees are widely recognized as one of the strongest, fiercest intelligent species in the galaxy, other creatures on Kashyyyk are so powerful that the Wookiees developed their civilization in the tops of the world's giant trees.

When the Republic first made contact with Kashyyyk, the Wookiees were engaged in a war against the Trandoshans, a reptilian species native to another world in the star system. The Republic mediated the dispute, and the Wookiees eagerly joined the galactic community.

During the days of the Republic, the Wookiees were admired as honorable, trustworthy warriors and technical experts, due to their knack for repairing all types of machinery. When the Empire came to power, however, the Trandoshans, for whom the war against the Wookiees never really ended, gained ultimate victory when they convinced the Emperor to declare all Wookiees slaves. When the New Republic was founded, Wookiees regained their freedom and once again became active in the galaxy at large.

Wookiees cannot typically speak Basic due to the nature of their voice boxes. There is, however, a rare deformity that allows a Wookiee to speak the galactic tongue, although such an unfortunate being finds it very difficult to speak his native language.

Wookiee Commoner: Init –1 (Dex); Defense 9 (–1 Dex); Spd 10m; VP/WP –/11; Atk +2 melee (1d3+2, punch), –1 ranged; SQ Wookiee rage, extraordinary recuperation; SV Fort +0, Ref –1, Will –1; SZ M; FP 0; Rep 0; Str 15, Dex 8, Con 11, Int 10, Wis 9, Cha 8.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (varies) +2 or Profession (varies) +2, Survival +0.

Species Features: +4 Str, –2 Dex, –2 Wis, –2 Cha; cannot speak Basic; +2 species bonus on Climb checks; +4 species bonus on Intimidate checks.

Yuuzhan Vong

Conquerors from beyond the galactic rim, the Yuuzhan Vong are highly motivated, highly organized warriors driven by religious fervor. To the inhabitants of the galaxy who have encountered them, the ritually scarred and disfigured Yuuzhan Vong are terrifying invaders with strange customs and even stranger technology. Their place of origin is still a mystery, but their culture of violent expansion clearly indicates that their homeworld or system—or perhaps even galaxy—has become too small.

The Yuuzhan Vong are masters of biotechnology. Their weapons, equipment, even their clothing, are all genetically engineered and adapted life forms, employed by the warrior species to do everything from lighting their way to building and powering their ships. Using dovin basals—a kind of living gravity-well projector—Yuuzhan Vong ships literally *pull* themselves through space. The gravitic energy of a dovin basal can also shut down the shields of a spacecraft, or—as the Yuuzhan Vong have recently demonstrated—pull moons out of their orbit onto their parent planet.

The culture of the Yuuzhan Vong is based on the domination of lesser species. To the Yuuzhan Vong, most other species are unworthy. The worthy are regarded with enough tolerance to grant them a clean death; all other species are effectively suitable only as slaves. This mentality derives from the Yuuzhan Vong focus on Yun-Yammka, the Slayer, their god of war. In observance of its imperatives, the Yuuzhan Vong spread across the stars, destroying worlds and subjugating other species. At their forefront is the

Table 14-1: Size Modifiers to Attack and Defense

Size (Example)	Modifier	Dimensions	Weight
Colossal (krayt dragon)	–8	19.3 m or more	113,637 kg or more
Gargantuan (sarlacc)	–4	9.7 to 19.2 m	14,529 to 113,636 kg
Huge (bantha, rancor)	–2	4.9 to 9.6 m	1,817 to 14,528 kg
Large (Hutt)	–1	2.5 to 4.8 m	228 to 1,816 kg
Medium-size (Human)	+0	1.3 to 2.4 m	28 to 227 kg
Small (Ewok)	+1	0.7 to 1.2 m	3.7 to 27 kg
Tiny (ysalamiri, cat)	+2	0.4 to 0.6 m	2.3 to 3.6 kg
Diminutive (rockwart)	+4	0.2 to 0.3 m	0.28 to 2.2 kg
Fine (stingfly)	+8	0.1 m or less	0.27 kg or less

Praetorite Vong, the war force charged with establishing a staging ground in the galaxy.

Their first attack in the galaxy appeared at the edge of civilized space, in the Helska system. Since their arrival, they have bioengineered nearby worlds and taken captives for study, learning as much as they can about their foes—though with the help of their ooglith cloakers (a kind of biological "disguise organism") they have had spies in the galaxy for decades already. Now they are far more interested in how massed military groups fare against their own forces—and how the galaxy reacts to their threat.

Yuuzhan Vong Commoner: Soldier 1; Init +0; Defense 12; Spd 10m; VP/WP 11/12; Atk +2 melee (dmg 1d3+1, punch) or (dmg 6+1, amphistaff), +1 ranged (dmg d6+1, amphistaff); SQ Yuuzhan Vong biotech; SV Fort +3, Ref +0, Will –1; SZ M; FP 0; Rep 0; Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 10.

Equipment: Amphistaff, thud bug (×2).

Skills: Intimidate +4, Knowledge (Yuuzhan Vong) +4, Pilot +4, Survival +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (amphistaff).

Species Features: +2 Str, +2 Con, –2 Wis; Immune to Force, Sense, and Alter.

Creatures

Creatures come in many forms. Although most creature information utilizes the same rules and format as for characters, creature entries include some additional rules, unique to creatures. These additional rules are explained below.

Climate

The natural environment in which a creature lives grants it certain bonuses. These climates and the associated bonuses are as follows:

Airborne: +2 species bonus on Spot checks; +2 species bonus on initiative checks.

Aquatic: +4 species bonus on Swim checks; low-light vision.

Arctic: +4 species bonus on Survival checks.

Desert: +4 species bonus on Survival checks.

Swamp: +2 species bonus on Swim checks; +2 species bonus on Survival checks; may be amphibious.

Vacuum: Darkvision; able to exist in zero-atmosphere environments.

Type and Level

Creatures have a type and level, similar to characters' classes and levels. However, their type reflects their role in their

YUUZHAN VONG EQUIPMENT

The Yuuzhan Vong employ a wide variety of bioengineered creatures, rather than more traditional technology. Their most commonly used gear is described below (see also Specialized Yuuzhan Vong Equipment, page 244).

Amphistaff: A serpentine creature that can become rigid as stone, and is generally employed as a quarterstaff. It is able to contract the muscles around its head and tail, forming razor-sharp edges, becoming a two-headed spear. Properly stimulated, the amphistaff can either relax its body and act as a whip, or spit potent venom up to 20 meters away. It can also deliver poison with its bite. Using the 2-headed spear, whip, whip-spear, or venom spitter configuration requires the Exotic Weapon Proficiency (amphistaff) feat.

Amphistaff Weapon Profile

Configuration	Damage	Critical	Range	Size	Weight	Type
Quarterstaff	1d6/1d6	20	–	Large	2 kg	Bludgeoning
Two-headed spear	1d6/1d6	20	4	Large	2 kg	Piercing, slashing
Whip	1d4*	20	Special	Large	2 kg	Slashing
Whip-Spear	1d4*/1d6	20	Special	Large	2 kg	Piercing, slashing
Venom spitter	Special	–	20	Large	2 kg	–

**Using the whip function of the amphistaff forces any creature struck to attempt a Fortitude save.*

Amphistaff Poison

Type	Initial Damage	Secondary Damage
Injury (bite) DC 22	1d4 Dex	1d8 Dex
Contact (spit) DC 20	Blindness	Special

The "special" secondary effect of the contact vector is a gradual loss of Constitution. The victim loses 1 point of Constitution per hour, for 1d6+6 hours, or until the poison is treated.

Blorash Jelly: An amorphous blob that has highly adhesive properties. Any creature struck by a blorash becomes stuck, suffering a –2 penalty on attack rolls and a –4 penalty to Dexterity. The target must make a Reflex saving throw (DC 15) to avoid being pinned in place and unable to move; a successful save still only allows the target to move at half speed. Removing the blorash requires a Strength check (DC 25), or inflicting 12 points of damage to the creature with either a slashing or energy weapon. The blorash can also be removed with a successful Intelligence check (DC 15).

Gnullith: An organic breathing filter, it is capable of allowing the wearer to respirate in any noncorrosive gaseous or liquid environment. Shaped like a starfish with a long, central proboscis, the gnullith is worn over the mouth and nose, allowing it to insert its proboscis down its wearer's throat. The process is extremely uncomfortable: Donning the gnullith requires a Fortitude saving throw (DC 15). This can be attempted once per round.

Ooglith Cloaker: An organic environment suit, it is the companion to the gnullith. The ooglith is pulled onto the wearer's feet, after which it extends up the wearer's body, inserting thousands of tiny grappling tendrils directly into the wearer's pores, leaving a clear area around the wearer's head. Like the gnullith, the ooglith cloaker is uncomfortable to put on—even painful. Donning an ooglith cloaker causes 1d4 points of damage to the wearer. The ooglith can be removed by pressing a hidden organ. Those not aware of this "switch" may attempt an Intelligence check (DC 15) to discover the secret.

Razorbug: A bioengineered weapon resembling a fist-sized, disk-shaped insect, its edges are extremely sharp. Yuuzhan Vong throw them at opponents, and the bug deploys its wings, acting as a kind of "guidance system" (adding +1 to the attack bonus). A character with the Deflect Blasters feat can use a lightsaber to destroy a razorbug in flight (though it cannot be deflected at another target using this feat). If the razorbug misses its target (and isn't destroyed or otherwise rendered unusable), it returns to its owner's hand at the end of the follow round. A razorbug that strikes its target uses its appendages to dig even farther into the wound, inflicting damage again at the end of the following round without rolling another attack, unless the bug is removed from the wound first. (This requires an attack action.) Note that because the razorbug propels itself, its user does not gain a Strength or Dexterity bonus, either on the attack or on damage. A razorbug has the following weapon profile:

	Damage	Critical	Range	Weight	Type
Razorbug	1d6+2	20	20	1.2 kg	Slashing

Thud Bug: Another bioengineered weapon, it is similar to the razorbug. When released, the creature flies toward the nearest enemy at high speed. The target may attempt a Reflex saving throw (DC 18) to avoid the living projectile. Alternately, a character with the Deflect Blasters feat can use a lightsaber to destroy the thud bug (though it cannot be deflected at another target using this feat). If the thud bug hits its target, it deals 2d6 damage, and the victim must make a Strength check (DC 15) or become fallen. The target must continue attempting to avoid or deflect the thud bug each round until the thud bug strikes or is destroyed, or the target is fallen, at which point the creature becomes dormant again.

Vonduun Crab-Shell Plated Armor: The armor of the Yuuzhan Vong warrior, it has the following statistics: armor bonus +4, max Dex +4, armor check penalty –3, DR 3, speed 10m/6m.

ecosystem, rather than training and career choices. A creature's type will always be one of those listed below. Their levels determine their attack bonuses and saving throws, just as class levels do for characters. Note that creatures can never be "multityped." (There are no "herd animal/predators," for example.)

Herd Animal: A creature that gathers in herds and is herbivorous or (rarely) omnivorous. Examples include the bantha, ronto, and kaadu.

Parasite: A creature that survives by drawing sustenance from other things. One example is the mynock.

Predator: A creature that survives by destroying other things and is usually carnivorous. Examples include the rancor, wampa, and preducor.

Scavenger: A creature that survives by drawing sustenance from destroyed things—usually carrion or refuse—but generally does not destroy those things itself. Examples include the dianoga and the rawwk.

Vermin: A creature that possesses some of the traits of one or more of the previous creature categories, but possesses virtually no intelligence aside from instinct. Examples include insects, arachnids, arthropods, worms, and similar invertebrates.

Speed (Spd)

This gives the creature's tactical speed on land (the amount of distance it can cover in one move).

If the creature has other modes of movement, these are listed after the main entry. Unless noted otherwise, modes of movement are natural.

Burrow: The creature can tunnel through dirt, but not through rock (unless the descriptive text says otherwise).

Climb: Creatures with climb speeds have the Climb skill at no cost and gain a +8 species bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10 (see Checks without Rolls, page 68), even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb (see Climb, page 71), it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty.

Fly: The creature can fly at the listed speed if carrying no more than a medium load (see Carrying Capacity, page 111, and Strength, page 257). All flying speeds include a parenthetical note indicating maneuverability, as follows.

Perfect: The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a Human can move over solid ground.

Good: The creature is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.

Average: The creature can fly as adroitly as a small bird.

Poor: The creature flies as well as a very large bird.

Clumsy: The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 10 meters. It can make only claw attacks, but these deal double damage.

Swim: A creature with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 species bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming.

Attacks (Atk)

This entry gives all the creature's physical attacks.

Natural Weapons: These include teeth, claws, stingers, and the like. The entry lists the number of attacks as a series of attack bonuses, and the form of attack (melee or ranged). The first listing is for the creature's melee attack, with a bonus including modifications for size and Strength. The second entry is for ranged attacks, with modifications for Dexterity. Creatures with the Weapon Finesse feat can use their Dexterity modifiers for melee attacks.

The remaining attacks are secondary and have –5 to the attack bonus, no matter how many there are. Creatures with the Multiattack feat (see page 257) suffer only a –2 penalty on secondary attacks.

All of the foregoing descriptions assume that the creature is making a full attack (see page 137) and employs all its natural weapons. If a creature instead chooses an attack action (and thus makes only a single attack), it uses its primary attack bonus.

Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

Damage

This entry shows the damage each of the creature's attacks deal.

Natural Weapons: A creature's primary attack damage includes its full Strength modifier (one and a half times its Strength bonus if it's the creature's sole attack). Secondary attacks add one-half the creature's Strength bonus.

If any attacks also cause some special effect other than damage (poison, disease, paralysis, etc.), that effect is listed here.

Unless noted otherwise, creatures deal wound damage with critical hits.

The most common natural weapons are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, or bludgeoning damage.

Claw or *Rake:* The creature rips with a sharp appendage, dealing piercing or slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or *Slam:* The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually envenomed.

Special Qualities (SQ)

This lists all the creature's special qualities in the order they are most likely to be used. If the creature has no special qualities, this line does not appear. Details of the most common special qualities are listed here, with additional information in the creature entries.

Amphibious: The creature can breathe either air or water normally. It has a +4 species bonus on Swim checks.

Blindsight: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant.

Damage Reduction: The creature ignores damage from most weapons and natural attacks. Wounds heal immediately or the attacks bounce off harmlessly (in either case, the opponent knows the attack was ineffective).

A creature's natural weapons count as the type that ignores its own innate damage reduction.

Darkvision: The creature can see up to 20 meters in total darkness. Darkvision is black and white only, but it is otherwise like normal sight.

Fast Healing: The creature regains vitality points at an exceptionally fast rate, usually 1 or more vitality points per round, as listed in the entry. Except where noted here, fast healing is just like natural healing (see Injury and Death, page 139).

Resistance to Energy: The creature ignores some damage of the listed type each round (commonly acid, cold, fire/blasters, or electricity/ion energy). The listing indicates the amount and type of damage ignored.

Scent: This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as Humans recognize familiar sights.

The creature can detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters; if downwind, it drops to 6 meters. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as tauntaun stench, can be detected at triple ranges.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take an attack action to note the direction of the scent. If it moves within 2 meters of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Abilities

This entry lists all six of the creature's ability scores, in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Most abilities work exactly as described in Chapter 1: Abilities, with the following exceptions.

Strength: Quadrupeds can carry heavier loads than characters can. To determine a quadruped's carrying capacity limits, use Table 6–10: Carrying Capacity (page 111), multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium-size 1 1/2, Large 3, Huge 6, Gargantuan 12, and Colossal 24.

Nonabilities

Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability. The modifier for a "nonability" is +0. Other effects of nonabilities are as follows.

Strength: Any creature that can physically manipulate other things has at least 1 point of Strength.

A creature with no Strength score can't exert force, usually because it does not move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity.

A creature with no Dexterity score can't move. If it can act (such as by using Force skills), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature fails all Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence.

A creature with no Intelligence score is a drone, operating on a simple program or remotely issued instructions. It is immune to all mind-influencing effects and automatically fails Intelligence checks.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom.

Anything without a Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score, and vice versa.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma.

Anything without a Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score, and vice versa.

CREATURE FEATS

Flyby Attack

The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action (including a dive) and an attack action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes an attack action either before or after its move.

Multiattack

The creature is adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a –5 penalty.

Skills

This lists all the creature's skills by name along with each skill's score, which includes adjustments for ability scores and any bonuses from feats or species abilities, unless otherwise noted in the descriptive text. All listed skills were purchased as class skills. Treat any skill not listed in the creature's entry as a cross-class skill.

A creature's type and Intelligence score determine the number of skill points it has. Some creatures receive bonus skill points, as listed in the category descriptions.

Feats

This entry lists all the creature's feats by name. The creature's descriptive text may contain additional information if a feat works differently from the description in this section or Chapter 5: Feats.

Most creatures use the same feats that are available to characters, but some have access to a couple of unique feats: Flyby Attack and Multiattack (see page 257).

Creature Descriptions

Dewback

Of all the creatures indigenous to Tatooine's vast deserts, the dewback is the most respected. While the plodding bantha makes for shelter at the first hint of a sandstorm, a dewback marches resolutely on without so much as a grunt, even right through the heart of the storm. This quality—along with the ability to withstand the most extreme daytime temperatures—makes the dewback the ideal beast of burden for most of Tatooine's residents. (The Sand People still prefer banthas.)

Dewbacks are herbivorous lizards, built for digging through the dunes of the desert in search of moisture and scrub. Their only real natural enemy is the krayt dragon, although Tusken Raiders have been known to hunt dewbacks. To the annoyance of Tatooine's moisture farmers, the Sand People do not differentiate between wild and domesticated dewbacks.

Dewbacks are also popular with Tatooine's law enforcement contingent, being faster than banthas. At a full run, a dewback can even overtake a Jawa sandcrawler—though at night, dewbacks are so sluggish as to be practically useless.

Dewback: Desert scavenger 3; Init –1 (Dex); Defense 18 (+10 natural, –1 size, –1 Dex); Spd 8m; VP/WP 22/15; Atk +5 melee (1d8+4, bite), +0 ranged; SQ +4 species bonus on desert Survival checks; SV Fort +5, Ref +0, Will –2; SZ L; Rep 1; Str 19, Dex 9, Con 15, Int 2, Wis 4, Cha 8. Challenge Code: C.

Skills: Hide +3, Listen –1, Survival +7.

Dianoga

The dianoga is a voracious scavenger that consumes any organic matter that comes within reach of its seven tentacles. It's capable of dragging even full-grown Wookiees into its grinding maw. Its victim is devoured over the course of several minutes. Not being terribly intelligent, the dianoga does not particularly care (or even notice) if its victim is still alive when the process begins.

Originally from the swamps of the planet Vordan, most dianogas spread to other worlds after being accidentally hauled away in a space freighter's cargo hold. Comfortable in shallow pools and nutrient-rich swamps, dianogas have also adapted to a variety of aquatic environments, including waste reclamation facilities. So long as there is a steady influx of organic material, a dianoga can survive and grow quite large. The largest on record was 3 meters across with tentacles 10 meters long. Its eyestalk extended almost 4 meters long.

Its tentacles are the dianoga's key to survival. Constantly in motion, they feel about for any sign of motion. When the motion is frenzied or erratic, the dianoga takes this for a sign of life, wrapping one or more tentacles about the object and dragging it toward its mouth. If the object continues to move after a small bite, the scavenger continues eating until the object is gone. Afterward, the creature's body takes on the coloration of its meal. A blood-red dianoga is a bone-chilling sight indeed.

Dianoga: Aquatic scavenger 4; Init +1 (Dex); Defense 20 (+10 natural, –1 size, +1 Dex); Spd 10m; VP/WP 24/14; Atk +5 melee (1d6+3, tentacle) or +3 melee (2d4+3, bite), +3 ranged; SV Fort +4, Ref +5, Will +0; SZ L; Rep 1; Str 17, Dex 13, Con 14, Int 4, Wis 8, Cha 6. Challenge Code: C.

Skills: Hide +5, Move Silently +5, Search +3.

Kaadu

When the Gungans migrated as a species into an aquatic environment, they brought with them their favorite beasts of burden: kaadu. The kaadu fulfills a niche in Gungan society as draft animal, war mount, and loyal companion.

Kaadu are not found anywhere other than Naboo. To the Gungans, kaadu are noble creatures, a part of the Gungan way of life. Seeing one in captivity would be as painful to a Gungan as seeing a fellow Gungan put on display. Perhaps more: Many Gungans have lifelong bonds with their kaadu.

Kaadu are an everyday sight in Gungan bubble cities, where they are allowed to come and go as they please (though a kaadu will usually stick fairly close to its rider). When not being ridden or carrying burdens, kaadu tend to forage for foliage in the swamps of Naboo. They have particularly sharp hearing, which helps them avoid predators that traditionally haunt the swamps. If cornered—or defending its rider—a kaadu uses its powerful legs to pummel opponents into submission or retreat.

Kaadu vary wildly in coloration. Most are a mottled green; a few are piebald blue, red, or rusty yellow. Their bills, lined with short, sharp teeth, can inflict a nasty bite if the kaadu is sufficiently irritated.

Kaadu: Herd animal 2; Init +1 (Dex); Defense 15 (+5 natural, –1 size, +1 Dex); Spd 20m; VP/WP 12/15; Atk +3 melee (1d6+3, kick) or +3 melee (1d4+3, bite), +1 ranged; SQ Low-light vision; SV Fort +3, Ref +0, Will +0; SZ L; Rep 1; Str 16, Dex 13, Con 15, Int 8, Wis 9, Cha 10. Challenge Code: B.

Skills: Climb +4, Listen +4, Swim +8.

Mynock

Known to spacers throughout the galaxy as "vacuum vermin," mynocks are silicon-based life forms that developed in the depths of space. They feed upon energy and

absorb minerals in order to reproduce—making them a particular danger to spaceships. A single mynock, undetected on the hull of a ship, can destroy power couplings, disable antenna arrays, and even chew holes into the ship's internal compartments after a few days' work.

Resembling leathery bats with large, suckered mouths, mynocks travel throughout the galaxy in search of minerals and energy. Although they are not capable of hyperspace travel themselves, mynocks have a knack for securing purchase on a ship before it enters hyperspace. Since the velocity doesn't always dislodge a feeding mynock, spacers have unwittingly carried the wretched pests all across the galaxy, spreading them like a plague.

Fortunately, they are easily dealt with once they are detected. Experienced spacehands know what signs to look for. Nonetheless, dispatching mynocks from the hull of a ship is tricky business in a spacesuit, since mynocks see the suit as just more food. Most crewmembers won't venture out alone to exterminate an unknown number of these parasites unless they have no other choice.

Mynock: Vacuum parasite 1; Init +0; Defense 12 (+2 natural); Spd 8m fly; VP/WP 6/11; Atk +0 melee (1d4, bite), +0 ranged; SQ electricity resistance 10; SV Fort +2, Ref +0, Will –3; SZ M; Rep 2; Str 10, Dex 10, Con 11, Int 4, Wis 4, Cha 6. Challenge Code: A.

Skills: Hide +4, Move Silently +6.

Preducor

The Ewoks of Endor's forest moon hold almost no creature in as much awe as the preducor. This terrible monster stands on four powerful legs and bears a long, spiked tail. The fleshy folds on its back may once have been vestigial wings. The preducor also sports a mane of wickedly sharp hair and a protruding, toothy mouth.

The most unusual feature of the preducor is that it is extraordinarily docile during daylight hours. Preducors can be approached, and even touched, so long as the sun shines. But at night the beast turns predatory, devouring anything unfortunate enough to cross its path.

A preducor almost always attacks smaller prey with its rapacious jaws. Against larger foes, its primary attack involves swinging its whiplike tail to smash and perforate. Its tail spikes are particularly effective when used in this fashion, but the preducor seems to use them mostly as a warning to keep large beasts away. Smaller creatures struck by the preducor's tail have usually frightened the beast somehow, or simply been in the path of the preducor's tail at an inopportune moment.

Preducor: Predator 5; Init +1 (Dex); Defense 24 (+15 natural, –2 size, +1 Dex); Spd 20m; VP/WP 66/44; Atk +10 melee (2d6+9, bite) or +10 melee (2d8+9, tail spikes), +2 ranged; SQ Darkvision, tail spikes; SV Fort +10, Ref +3, Will –1; SZ H; Rep 3; Str 28, Dex 8, Con 22, Int 4, Wis 7, Cha 4. Challenge Code: E.

Skills: Climb +13, Intimidate +5, Jump +4, Spot +2.

Feats: Power Attack.

Rancor

While there are certainly larger and more vicious creatures in the galaxy, the rancor holds a special place in the nightmares of countless sentient creatures. Creatures of vast rage and single-minded carnage, rancors are periodically captured by big game hunters and shipped to new worlds as exotic pets. Usually only the wealthiest of the wealthy can afford to keep a rancor. If not fed frequently, rancors have a distressing habit of smashing through the bars of their cages to devour whatever is at hand—including unwise owners.

Rancors (and rancorlike creatures) live on a great many untamed worlds. Dathomir, for example, is home to a somewhat larger and more cunning breed of rancor. All, of course, are dangerous predators, bringing down creatures up to twice their size with startling ferocity. Though not *extremely* territorial, rancors have been known to attack one another, especially during the mating season.

While the rancor's bite is its best weapon, its body is not particularly adapted to attacking with its teeth. Instead, the rancor generally uses its long reach to claw opponents its own size or larger, slashing at them until they stop moving. With a smaller opponent, the rancor frequently grasps its prey in one or both claws, then draws it in for a bite a few moments later. (In game terms, this requires two separate melee attacks; once grasped, the victim cannot add his Dexterity bonus to his Defense.)

Technically a reptile, the rancor is covered in a thick hide, often green or grayish green in color. Its forearms are exaggeratedly long, enabling the beast to climb particularly well. When running on all fours, it can cover ground surprisingly quickly—a feat few beings want to witness.

Rancor: Predator 5; Init +1 (Dex); Defense 22 (+13 natural, –2 size, +1 Dex); Spd 20m; VP/WP 61/42; Atk +11 melee (1d6+8, claw) or +6 melee (2d6+8, bite), +2 ranged; SQ Low-light vision, fast healing 2; SV Fort +10, Ref +3, Will –1; SZ H; Rep 5; Str 26, Dex 9, Con 21, Int 4, Wis 7, Cha 4. Challenge Code: D.

Skills: Climb +14, Intimidate +5, Spot +2.

Feats: Power Attack, Track.

Tauntaun

Dirty and smelly, the reptilian tauntaun is perfectly suited to its environment: the barren ice world of Hoth. On a planet covered with thick glaciers and scoured by cutting winds, the tauntaun's thick fur and layers of fat keep its body temperature high enough to operate during the day. Even tauntauns lapse into a kind of hibernation when the temperature drops at night. Some breeds of tauntaun actually freeze to death if they are awakened after sundown.

Hoth boasts several different varieties of tauntauns. The most common is the ice field variety, with its grayish-white fur, curved horns, and particular bleat. Other species occupy the mountains of Hoth, while a strangely lizardlike breed roams the deepest of the planet's ice caves, feeding on the lichens that grow in the steamy environs of the planet's natural hot springs.

Tauntauns eat almost anything, though their easiest meal is the hardy moss that grows at the edges of the planet's equatorial tundra. They can be extremely aggressive, and many violently resist being treated as riding animals. Herds of tauntauns become extremely unruly during the mating season, when the females clash to establish dominance.

The "signature feature" of the tauntaun is its incredibly powerful odor. Produced by potent oil glands near the beast's hindquarters, the odor helps tauntauns locate one another during blizzards, when the snow becomes a nearly solid wall of whiteness and all sound is drowned out by the howling winds.

Tauntaun: Arctic herd animal 3; Init +1 (Dex); Defense 17 (+7 natural, –1 size, +1 Dex); Spd 20m; VP/WP 22/16; Atk +4 melee (1d2+4, claw) or +3 melee (1d4+4, bite), +1 ranged; SQ +4 species bonus on arctic Survival checks; SV Fort +5, Ref +2, Will +0; SZ L; Rep 0; Str 18, Dex 12, Con 16, Int 2, Wis 8, Cha 9. Challenge Code: B.

Skills: Listen +2, Spot +2, Survival +9.

Wampa Ice Creature

The most dangerous and unpredictable creature on the ice-covered planet Hoth, the towering wampa ice creature is a fearsome predator, both aggressive and subtle. Displaying uncanny cunning, a wampa sometimes ventures into even heavily guarded areas to slaughter and drag a victim away, leaving the survivors confused, terrified, and ripe targets for another attack later. Big game hunters occasionally tell horror stories of stalking wampa ice creatures . . . and realizing that they, themselves, were being stalked in return.

Wampas are carnivores, and extremely intelligent ones at that. Because fresh meat is so scarce on the ice planet, a wampa can never be certain that it will find a meal, even in its large and fiercely guarded territory. The creatures have learned how to use periodic flows of hot water (from the various hot springs of Hoth) to melt ice, actually freezing their kills in their lairs and saving them to be devoured later. Most commonly, the wampa uses this tactic on another Hoth native, the tauntaun, but hunters tell tales of discovering humanoid skeletal remains frozen in the ice of wampa lairs.

What makes the wampa so effective is its ability to blend in with its surroundings. Wampas are covered in dirty white fur (+2 bonus on Hide checks in snowy environments) and move with amazing stealth. Only their claws, horns, and gleaming yellow eyes show up against the backdrop of Hoth's endless snowfields. Most of the time, especially in a raging storm, that simply isn't enough to give a wampa away.

Wampa: Arctic predator 3; Init –1 (Dex); Defense 18 (+10 natural, –1 size, –1 Dex); Spd 10m; VP/WP 32/20; Atk +7 melee (1d6+6, claw) or +7 melee (1d4+6, bite), +0 ranged; SQ +2 species bonus on Hide checks, +4 species bonus on arctic Survival checks; SV Fort +8, Ref +2, Will +1; SZ L; Rep 4; Str 22, Dex 8, Con 20, Int 10, Wis 10, Cha 12. Challenge Code: C.

Skills: Hide +3, Listen +5, Move Silently +4, Survival +4.

Feats: Power Attack, Track.

BAL SERINUS, DARK JEDI

Ally and Opponent Archetypes

Generic Characters

The pregenerated characters starting on page 261 are offered as samples of typical opponents heroes might face. Gamemasters can use them to flesh out adventures on the fly,

Generic Administrator, male or female, any species

	Diplomat 4	Diplomat 8	Diplomat 12
Initiative:	+0	+0	+0
Defense:	11 (+1 class)	12 (+2 class)	14 (+4 class)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	—/8	—/8	—/8
Attacks:	Unarmed +1 melee Hold-out blaster +2 ranged	Unarmed +3 melee Hold-out blaster +4 ranged	Unarmed +5/+0 melee by weapon +6/+1 ranged
Damage:	Unarmed 1d3 Hold-out blaster 3d4	Unarmed 1d3 Hold-out blaster 3d4	Unarmed 1d3 by weapon
Special Qualities:	None	None	None
Saves:	Fort +0, Ref +1, Will +4	Fort +1, Ref +2, Will +6	Fort +3, Ref +4, Will +10
Challenge Code:	B	C	D
Force Points:	0	0	1
Dark Side Points:	0	0	0
Reputation:	1	3	7 (4)
Abilities:	Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 14	Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 15	Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 16
Skills:	Bluff +6, Computer Use +5, Diplomacy +9, Knowledge (local) +10, Profession (administrator) +7, Sense Motive +7	Bluff +7, Computer Use +8, Diplomacy +16, Knowledge (local) +14, Profession (administrator) +11, Sense Motive +11	Bluff +9, Computer Use +12 Diplomacy +21, Knowledge (local) +19, Profession (administrator) +15, Sense Motive +13
Feats:	Dodge, Skill Emphasis (Knowledge)	plus Skill Emphasis (Diplomacy)	plus Iron Will, Fame or Infamy
Equipment:	Datapad, comlink, blaster	Datapad, comlink, general access pass, hold-out blaster	Datapad, multichannel comlink, universal access pass

Generic Assassin, male or female, any species

	Scoundrel 4	Scoundrel 6/Soldier 2	Scoundrel 7/Soldier 5
Initiative:	+6 (+2 Dex, +4 Improved Init.)	+6 (+2 Dex, +4 Improved Init.)	+6 (+2 Dex, +4 Improved Init.)
Defense:	18 (+6 class, +2 Dex)	19 (+7 class, +2 Dex)	20 (+8 class, +2 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	16/10	34/10	54/10
Attacks:	Unarmed +2 melee Blaster pistol +5 ranged	Unarmed +5/+0 melee Blaster pistol +8/+3 ranged	Unarmed +9/+4 melee Blaster pistol +12/+7 ranged
Damage:	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6
Special Qualities:	Illicit barter, Better lucky than good	plus Sneak attack +2d6	
Saves:	Fort +1, Ref +6, Will +2	Fort +5, Ref +7, Will +3	Fort +6, Ref +8, Will +4
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	1	3	6
Reputation:	2	3	4
Abilities:	Str 8, Dex 15, Con 10, Int 12, Wis 13, Cha 15	Str 8, Dex 15, Con 10, Int 12, Wis 13, Cha 16	Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 16
Skills:	Bluff +9, Climb +6, Computer Use +4, Disguise +9, Forgery +8, Hide +11, Gather Information +9, Listen +4, Move Silently +11, Profession (servant) +4, Spot +5	Bluff +12, Climb +10, Computer Use +5, Disguise +12, Forgery +10, Hide +12, Gather Information +12, Listen +6, Move Silently +13, Pilot +10, Profession (servant) +6, Spot +6	Bluff +13, Climb +13, Computer Use +7, Disguise +13, Forgery +11, Hide +15, Gather Information +13, Listen +7, Move Silently +16, Pilot +13, Profession (servant) +9, Search +5, Spot +8
Feats:	Improved Initiative, Sneaky	plus Armor Proficiency (light & medium), Point Blank Shot, Precise Shot	plus Armor Proficiency (heavy), Blind-Fight, Far Shot, Rapid Shot
Equipment:	Signature weapon	Signature weapon	Signature weapon

Generic Bounty Hunter, male or female, any species

	Scout 4	Sct 4/Scl 2/Bounty Hunter 2	Sct 4/Scl 2/Bounty Hunter 6
Initiative:	+6 (+2 Dex, +4 Improved Init.)	+6 (+2 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)
Defense:	16 (+4 class, +2 Dex)	21 (+9 class, +2 Dex)	23 (+10 class, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	25/12	47/12	73/12
Attacks:	Knife +3 melee Blaster pistol +5 ranged	Knife +6/+1 melee Hvy blaster pistol +8/+3 ranged	Knife +10/+5 melee Blaster carbine +12/+7/+2 ranged
Damage:	Knife 1d4 Blaster pistol 3d6	Knife 1d4 Hvy blaster pistol 3d8	Knife 1d4 Blaster carbine 3d8
Special Qualities:	Trailblazing, uncanny dodge	plus illicit barter, better lucky than good, Target bonus +1, sneak attack +1d6	plus target bonus +3, sneak attack +3d6
Saves:	Fort +3, Ref +4, Will +4	Fort +5, Ref +9, Will +6	Fort +6, Ref +11, Will +7
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	1	4	9
Reputation:	1	4	6
Abilities:	Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9	Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 10	Str 10, Dex 16, Con 12, Int 13, Wis 14, Cha 10
Skills:	Computer Use +5, Gather Information +6, Hide +9, Intimidate +3, Listen +7, Move Silently +9, Pilot +6, Search +7 Spot +7	Bluff +4, Computer Use +5, Demolitions +4, Gather Information +11, Hide +13, Intimidate +11, Listen +7, Move Silently +13, Pilot +7, Repair +5, Search +7, Spot +7	Astrogate +6, Bluff +8, Computer Use +7, Demolitions +8, Gather Information +15, Hide +14, Intimidate +11, Listen +9, Move Silently +14, Pilot +11, Repair +6, Search +9, Spot +9
Feats:	Improved Initiative, Quick Draw, Track	plus Point Blank Shot	plus Precise Shot, Starship Operation (space transports)
Equipment:	Landspeeder, various melee and ranged weapons, datapad with open bounties, guild membership badge	Landspeeder, starship, various melee and ranged weapons, datapad with open bounties, guild membership badge	Landspeeder, starship, various melee and ranged weapons, datapad with open bounties, guild membership badge

detail minor characters in a campaign, or serve as the foundation for recurring characters. GMs are encouraged to add personalities and histories to these archetypal templates.

None of the opponents represented here feature species bonuses of any sort (such as the Human's extra skill points or feats). Such modifications need to be made by the GM if he decides to make these generic opponents into specific characters. Otherwise, the differences will likely be minor. If an Ithorian assassin is a one-shot opponent, for example, the players probably won't notice any discernible difference.

Note that when one of these opponents is wearing armor, the armor bonus to Defense takes precedence over the character's class bonus to Defense.

Administrator

From tiny outposts in the Outer Territories to the massive orbital space docks of Kuat, and every conceivable business or facility in between, *someone* is responsible for making sure things run smoothly. High-level administrators tend to be located in large facilities with plenty of security, and therefore tend not to be armed.

An administrator who is a 4th-level diplomat might be in charge of the Civic Starport on an out-of-the-way planet like Naboo. The Kuati Human in charge of payroll administration at one of the Kuat Driveyards facilities may be an 8th-level diplomat. A Sector Moff or governor of a key system who gained her standing through toadying and subterfuge might be a 12th-level diplomat.

Assassin

Virtually all assassins have a cover of some sort, a profession in which they have some competency. This legitimate front is often a line of work that gives them cause to travel, or it may explain why they're in a given location at a given time if they are caught. Many assassins hold jobs as merchants, sales representatives for interstellar corporations, or diplomats.

All truly villainous assassins have a "signature." It consists either of a particular type of weapon they use to perform their deed, a particular approach, or some other form of "calling card." Assassins who use a specific weapon are always proficient in its use. (Replace one of their feats with the appropriate Exotic Weapons feat).

It is rumored that even the Alliance employed assassins while the Civil War was at its height.

Bounty Hunter

Bounty hunters track and recover sentient beings to bring them to "justice"—even if that's little more than a Hutt's personal vendetta. Before the rise of the Emperor, there was actually a bounty hunter's guild that worked openly, taking contracts to find those whom the authorities could not. At one point during Palpatine's reign, however, the guild fragmented, leaving a large number of independent operatives. Though they occasionally band together to tackle particularly difficult targets, most of the time they work alone, vying against each other to be the first to collect the largest bounties.

Generic Con Artist, male or female, any species

	Scoundrel 4	Scoundrel 6/Noble 2	Scoundrel 8/Noble 4
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)
Defense:	17 (+6 class, +1 Dex)	21 (+9 class, +2 Dex)	22 (+10 class, +2 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	16/10	30/10	44/10
Attacks:	Unarmed +2 melee Hold-out blaster +4 ranged	Unarmed +4 melee Hold-out blaster +6 ranged	Unarmed +8/+3 melee Hold-out blaster +10/+5 ranged
Damage:	Unarmed 1d3–1 Hold-out blaster 3d4	Unarmed 1d3–1 Hold-out blaster 3d4	Unarmed 1d3–1 Hold-out blaster 3d4
Special Qualities:	Illicit barter, better lucky than good	plus sneak attack +2d6, call in a favor (1), inspire confidence +1	Command
Saves:	Fort +1, Ref +5, Will +3	Fort +2, Ref +9, Will +7	Fort +3, Ref +10, Will +8
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	1	2	3
Reputation:	2	6	9
Abilities:	Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 16	Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 16	Str 8, Dex 14, Con 10, Int 13, Wis 14, Cha 16
Skills:	Appraise +8, Bluff +10, Computer Use +5, Disguise +10, Forgery +8, Gather Information +10, Listen +8, Entertain (acting) +6, Sense Motive +9, Sleight of Hand +4, Spot +11	Appraise +8, Bluff +17, Computer Use +5, Diplomacy +6, Disguise +14, Forgery +12, Gather Information +14, Listen +8, Entertain (acting) +8, Profession (gambler) +6, Sense Motive +13, Sleight of Hand +9, Spot +11	Appraise +11, Bluff +21, Computer Use +9, Diplomacy +10, Disguise +18, Forgery +12, Gather Information +21, Listen +10, Entertain (acting) +10, Profession (gambler) +7, Sense Motive +12, Sleight of Hand +12, Spot +11
Feats:	Alertness, Low Profile	plus Skill Emphasis (Bluff)	plus Infamy, Skill Emphasis (Gather Information)
Equipment:	Outfits, datapads, props for con schemes, bogus credit slips	Outfits, datapads, props for con schemes, bogus credit slips	Outfits, datapads, props for con schemes, bogus credit slips

The bounty hunters described here range from rank amateurs to hard-bitten veterans nearly the equal of infamous figures like Boba Fett and Aurra Sing. Note that bounty hunters differ from assassins in that their ultimate goal is not to simply create a corpse—unless, of course, a contract calls for just that.

> "When I left you, I was but the learner; now I am the master."
> —Lord Darth Vader

Con Artist

Most con artists start with simple scams. As they grow more skilled, their schemes become more complex; thus, the shift in class from scoundrel to noble in the sample con artist provided.

Crimelord

Behind every great enterprise, there is a great mind—even criminal enterprises. Early in their criminal careers, crimelords are masterminds and organizers. The crimelord is a natural born leader with a ruthless streak deep enough to earn the respect and fear of his fellow criminals.

At mid-levels, a crimelord is particularly ruthless. At that point, he or she either establishes an outfit to be reckoned with, falls victim to law enforcers, or gets killed by other criminal masterminds who don't want to see their positions of dominance challenged.

As the crimelord reaches the top of his or her "profession," there is no longer a need to constantly engage in shows of force. The mastermind steps into the background—perhaps even establishing a "legitimate" business—and lets others run the empire. Jabba the Hutt was so secure in his position at the time of the Civil War that he no longer needed to flex his muscle. His name alone would insure compliance with his wishes.

There is also room in the galaxy for more neutral crimelords. While as ruthless as those described above, this type of crimelord follows a personal code of honor. Talon Karrde is an example of a neutral crimelord.

Dark Jedi

Until a Jedi apprentice is fully trained, the call of the dark side is always a temptation. Some give in. Even experienced Jedi can fall prey to fear and hatred and become lost. Tragically, for these Jedi, the pull of the dark side is so strong that they come to embrace the strange and terrible new powers the dark side promises them.

In the Old Republic Era, Dark Jedi are apostates, hiding

Generic Crimelord, male or female, any species

	Scoundrel 2/Noble 2	Scl 5/Nbl 2/Crimelord 1	Scl 5/Nbl 2/Crimelord 5
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Defense:	18 (+7 class, +1 Dex)	20 (+9 class, +1 Dex)	22 (+11 class, +1 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	12/9	22/9	32/9
Attacks:	Knife +2 melee Blaster pistol +3 ranged	Knife +4 melee Hold-out blaster +5 ranged	Knife +6/+1 melee Hold-out blaster +7/+2 ranged
Damage:	Knife 1d4 Blaster pistol 3d6	Knife 1d4 Hold-out blaster 3d4	Knife 1d4 Hold-out blaster 3d4
Special Qualities:	Illicit barter, better lucky than good, call in a favor (1), inspire confidence +1	plus sneak attack +2d6	plus resource access, minions
Saves:	Fort +1, Ref +6, Will +4	Fort +2, Ref +8, Will +7	Fort +3, Ref +10, Will +9
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	1	2	4
Reputation:	5	7	10 (13)
Abilities:	Str 10, Dex 12, Con 9, Int 14, Wis 13, Cha 15	Str 10, Dex 12, Con 9, Int 14, Wis 13, Cha 16	Str 10, Dex 12, Con 9, Int 14, Wis 14, Cha 16
Skills:	Appraise +8, Computer Use +3, Diplomacy +9, Bluff +9, Forgery +5, Gather Information +8, Hide +4, Intimidate +9, Knowledge (criminal organizations) +9, Listen +6, Move Silently +4, Pilot +2, Search +4, Sense Motive +8, Spot +6	Appraise +12, Computer Use +6, Diplomacy +13, Bluff +14, Forgery +7, Gather Information +14, Hide +6, Intimidate +14, Knowledge (criminal organizations) +13, Listen +7, Move Silently +4, Pilot +4, Search +4, Sense Motive +11, Spot +7	Appraise +12, Computer Use +9, Diplomacy +18, Bluff +18, Forgery +7, Gather Information +18, Hide +6, Intimidate +18, Knowledge (criminal organizations) +20, Listen +6, Move Silently +4, Pilot +5, Search +4, Sense Motive +17, Spot +7
Feats:	Alertness, Great Fortitude	plus Infamy	plus Skill Emphasis (Knowledge: criminal organizations) or Low Profile
Equipment:	Estate, luxurious skiff, attractive entourage, hideous minions	Estate, luxurious skiff, attractive entourage, hideous minions	Estate, luxurious skiff, attractive entourage, hideous minions

Generic Dark Jedi, male or female, any species able to use the Force

	Dark Jedi Guardian 4	Dark Jedi Guardian 8	Dark Jedi Guardian 12
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Defense:	19 (+6 class, +3 Dex)	21 (+8 class, +3 Dex)	23 (+10 class, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	34/14	64/14	94/14
Attacks:	Lightsaber +5 melee	Lightsaber +9/+4 melee	Lightsaber +14/+9/+4 melee
Damage:	Lightsaber 2d8+1	Lightsaber 3d8+1	Lightsaber 4d8+1
Special Qualities:	Dark side	Dark side	Dark side
Saves:	Fort +6, Ref +7, Will +1	Fort +8, Ref +9, Will +3	Fort +10, Ref +11, Will +6
Challenge Code:	D	E	F
Force Points:	3	5	7
Dark Side Points:	6	12	18
Reputation:	3	5	7
Abilities:	Str 13, Dex 16, Con 14, Int 10, Wis 8, Cha 12	Str 13, Dex 16, Con 14, Int 10, Wis 9, Cha 12	Str 13, Dex 16, Con 14, Int 10, Wis 10, Cha 12
Skills:	Battlemind +6, Enhance Ability +8, Fear +3, Force Stealth +8, Move Object +4, Tumble +7	Affect Mind +4, Battlemind +8, Enhance Ability +10, Enhance Senses +4, Fear +3, Force Stealth +10, Move Object +6, Tumble +7	Affect Mind +8, Battlemind +8, Enhance Ability +12, Enhance Senses +7, Fear +6 Force Stealth +12, Move Object +10, Tumble +7
Feats:	Alter, Control, Deflect Blasters, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sense	plus Burst of Speed, Knight Defense	plus Mobility, Spring Attack
Equipment:	Exotic lightsaber, sinister clothes, comlink (or holocomm unit)	Exotic lightsaber, sinister clothes, comlink (or holocomm unit)	Exotic lightsaber, sinister clothes, comlink (or holocomm unit)

Generic Elite Trooper, male or female, any species

	Soldier 4	Sol 5/Sct 2/Elite Trooper 1	Sol 5/Sct 2/Elite Trooper 5
Initiative:	+3 (Dex)	+7 (+3 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)
Defense:	19 (+6 armor, +3 Dex)	19 (+6 armor, +3 Dex)	19 (+6 armor, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	30/13	62/14	92/14
Attacks:	Vibroblade +6 melee Blaster rifle +7 ranged	Vibroblade +9/+4 melee Blaster rifle +11/+3 ranged (+9/+9/+1 rapid shot)	Vibroblade +14/+9/+4 melee Blaster rifle +15/+10/+5 ranged (+13/+13/+8/+3 rapid shot)
Damage:	Vibroblade 2d6+2 Blaster rifle 3d8	Vibroblade 2d6+2 Blaster rifle 3d8	Vibroblade 2d6+2 Blaster rifle 3d8 (+2 within 10 meters)
Special Qualities:	None	plus trailblazing	plus uncanny dodge, Weapon Specialization (blaster rifle)
Saves:	Fort +5, Ref +4, Will +1	Fort +10, Ref +7, Will +4	Fort +12, Ref +9, Will +6
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	0	0	1
Reputation:	1	2	4
Abilities:	Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8	Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8	Str 14, Dex 16, Con 14, Int 12, Wis 11, Cha 8
Skills:	Climb +4, Demolitions +8, Intimidate +3, Listen +2, Repair +5, Spot +2, Survival +7, Treat Injury +7	Climb +6, Computer Use +3, Demolitions +11, Hide +5, Intimidate +6, Listen +5, Move Silently +5, Pilot +4, Repair +5, Spot +5, Survival +14, Treat Injury +9	Climb +10, Computer Use +3, Demolitions +11, Hide +7, Intimidate +10, Listen +9, Move Silently +9, Pilot +6, Repair +5, Spot +9, Survival +18, Treat Injury +9
Feats:	Armor Proficiency (light, medium, & heavy), Dodge, Improved Initiative, Point Blank Shot, Weapon Focus (blaster rifle)	plus Precise Shot, Rapid Shot, Skill Emphasis (survival)	plus Multi Shot, Shot on the Run, Weapon Focus (vibroblade)
Equipment:	Padded battle armor, comlink, datapad (with maps), blaster rifle, vibroblade, field kit, uniform	Padded battle armor, multichannel comlink, datapad (with maps), blaster rifle, vibroblade, field kit, uniform	Padded battle armor, multichannel comlink, datapad (with maps), blaster rifle, vibroblade, combat landspeeder or assault shuttle, uniform

from their former comrades on the fringes of the galaxy, in lawless places where they can trade their talents for power and glory, or simply survival. During the Rebellion Era, the Jedi themselves are so scarce that Dark Jedi are almost nonexistent, though it is possible that a few linger still. These few have escaped the Empire's purge of the Jedi Order, and some even serve the Emperor. In the era of The New Jedi Order, some of the students of the Jedi Academy bridle at Master Luke Skywalker's inflexibility, and fall prey to the same foibles Jedi students in the Old Republic once did.

Of the Dark Jedi presented, only the 8th- or 12th-level version should exist in the Rebellion Era, while Dark Jedi in The New Jedi Order timeframe would be of either 4th or 8th level. Dark Jedi during the time of the Old Republic can be of any level.

Elite Trooper

These dedicated professional soldiers exist as specialized units within larger armed forces, often serving in their own small units with their own commanders. Covert saboteur units, infantry trained to fight in certain climates or environments, and special commando forces are all excellent examples. Elite troopers rarely appear in forces larger than squads.

The lowest-level trooper is a typical member of one such force. The mid-level version represents either the leader of such a force or the very best of the Rebel Alliance Special Forces troopers. The highest-level character provided represents the best members of the Old Republic's Special Forces, such as the Coruscant Guard and the Empire's Storm Commandos.

Fallen Jedi

The fallen Jedi is a tragic figure. Once a paragon of virtue, he or she has turned from the Jedi code to pursue other goals. Though not necessarily an evil person, the fallen Jedi found the Jedi Code too limiting or unrealistic, or perhaps didn't have the dedication to continue his or her studies.

The low-level fallen Jedi has only recently turned away from the Code. The mid-level example failed to become a Jedi Knight and now wanders the galaxy. The high-level fallen Jedi was once a Knight, but no longer belongs to that order.

Generic Fallen Jedi, male or female, any species able to use the Force

	Jedi Guardian 4	Jedi Guardian 6/Scout 2	Jedi Guardian 8/Scout 4
Initiative:	+7 (+3 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)
Defense:	19 (+6 class, +3 Dex)	22 (+9 class, +3 Dex)	23 (+10 class, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	30/13	54/13	78/13
Attacks:	Lightsaber +6 melee Blaster pistol +7 ranged	Lightsaber +9/+4 melee Blaster pistol +10/+5 ranged	Lightsaber +15/+10/+5 melee Blaster pistol +14/+9/+4 ranged
Damage:	Lightsaber 2d8+2 Blaster pistol 3d6	Lightsaber 3d8+2 Blaster pistol 3d6	Lightsaber 3d8+2 Blaster pistol 3d6
Special Qualities:	None	Trailblazing	plus Jedi Knight, uncanny dodge
Saves:	Fort +5, Ref +7, Will +2	Fort +8, Ref +10, Will +5	Fort +9, Ref +11, Will +6
Challenge Code:	D	D	E
Force Points:	3	5	7
Dark Side Points:	1	2	3
Reputation:	3	4	6
Abilities:	Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8	Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 9	Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 10
Skills:	Affect Mind +6, Battlemind +5, Computer Use +4, Enhance Ability +8, Force Push +4, Intimidate +3, Move Object +8	Astrogate +3, Affect Mind +6, Battlemind +5, Computer Use +6, Enhance Ability +10, Force Push +6, Hide +5, Intimidate +5, Move Object +10, Move Silently +5, Pilot +5, Repair +3, See Force +2, Survival +2	Astrogate +5, Affect Mind +7, Battlemind +7, Computer Use +6, Enhance Ability +10, Force Push +6, Hide +7, Intimidate +8, Move Object +14, Move Silently +7, Pilot +7, Repair +5, See Force +4, Survival +6
Feats:	Alter, Burst of Speed, Control, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Sense	plus Martial Artist, Starship Operation (space transports)	plus Dissipate Energy, Point Blank Shot, Weapon Focus (lightsaber)
Equipment:	Inconspicuous clothes, neglected lightsaber, trusty blaster pistol, empty flask	Inconspicuous clothes, neglected lightsaber, trusty blaster pistol, empty flask	Inconspicuous clothes, neglected lightsaber, trusty blaster pistol, empty flask

Fighter Pilot

The lower-level example below is equal in skill to the average TIE fighter pilot early in the Imperial era. He's an accomplished pilot who has not yet mastered the art of war.

The engineers who created the TIE fighter had the mid-level pilot in mind. This starfighter ace is so skilled he can tell whether his ship is operating at full capacity from the way the cockpit vibrates when the ship accelerates to attack speed. Ric Olié has this level of expertise.

The last pilot is truly a rare breed: the survivor of many battles who has honed his skill. The type of fighter this ace prefers to fly functions like an extension of his or her being. Extremely capable, an expert ace is skilled enough to fly virtually any variety of spacecraft. Wedge Antilles and Baron Soontir Fel are pilots of this caliber.

Gambler

Like con artists, gamblers avoid physical confrontation. They are invariably armed, since sore losers are sore losers, even when they're beaten fair and square, and a being has to defend himself. Nonetheless, they usually try to rely on their charming demeanor and negotiation skills instead of weaponry. (And, blast it, seeing if you can talk the angry Wookiee who just lost his life's savings into picking up the bar tab is an *exciting* gamble!)

Jedi

Though their very name conjures images of gallant heroism, Jedi themselves feel that they do what they must for the good of all life. Neither embracing adventure nor avoiding it, Jedi roam the galaxy, bringing peace and justice wherever beings have lost their way. Jedi wield the awesome energy they call the Force. They use it to perceive and affect the world around them in ways incomprehensible to others.

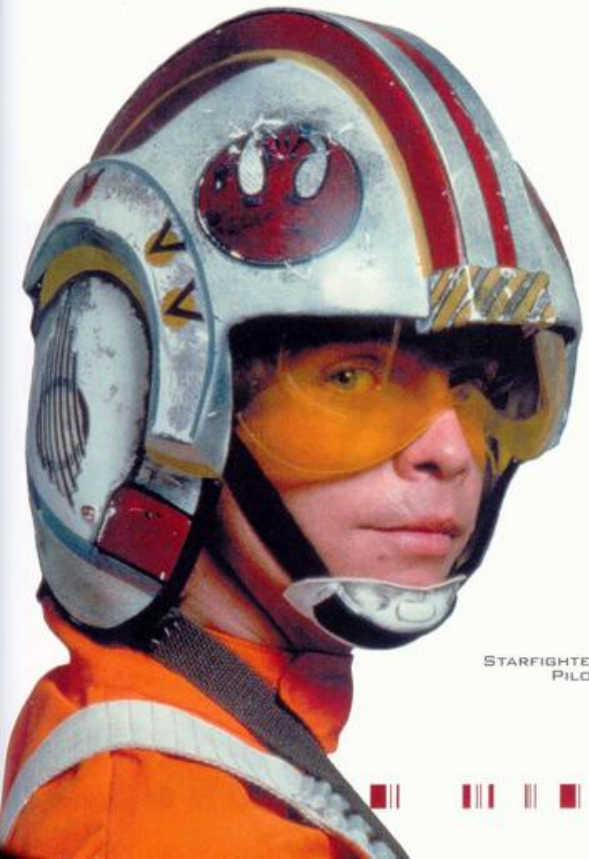
Jedi are most common in the Old Republic Era, when the headquarters of the Jedi Order is a massive temple on the city-world of Coruscant, at the heart of the galaxy. The Order maintains training facilities on a hundred worlds, and even some facilities aboard ships that travel the stars, bringing knowledge of the Force to places not yet aware of its power. Betrayed from within, the Jedi all but disappear during the Rebellion Era, until two surviving Jedi Masters train a new apprentice, Luke Skywalker. With Skywalker's help, the Emperor is defeated and the Empire's strength wanes. By the time of The New Jedi Order, Luke Skywalker has become a Jedi Master, training a new generation of Jedi Knights to bring peace and justice to the New Republic.

The Jedi can appear in nearly any time frame. Obviously the Jedi are all but extinct during the Rebellion Era. Any surviving Jedi in that era must be remarkable specimens

Generic Fighter Pilot, male or female, any species

	Soldier 4	Soldier 6/Starfighter Ace 2	Soldier 6/Starfighter Ace 6
Initiative:	+6 (+3 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)	+8 (+4 Dex, +4 Improved Init.)
Defense:	16 (+3 class, +3 Dex)	18 (+5 class, +3 Dex)	21 (+7 class, +4 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	30/12	54/12	76/12
Attacks:	Unarmed +3 melee Blaster pistol +7 ranged	Unarmed +6/+1 melee Blaster pistol +11/+6 ranged	Unarmed +9/+4 melee Blaster pistol +14/+9 ranged
Damage:	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6
Special Qualities:	None	Familiarity +1, starfighter defense +3	Familiarity +3, starfighter defense +5, starfighter evasion
Saves:	Fort +5, Ref +4, Will +2	Fort +8, Ref +8, Will +5	Fort +9, Ref +11, Will +6
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	0	0	0
Reputation:	1	3	5
Abilities:	Str 8, Dex 16, Con 12, Int 14, Wis 13, Cha 10	Str 8, Dex 17, Con 12, Int 14, Wis 13, Cha 10	Str 8, Dex 18, Con 12, Int 14, Wis 13, Cha 10
Skills:	Astrogate +9, Bluff +3, Computer Use +9, Demolitions +6, Knowledge (spacer lore) +4, Pilot +13, Repair +9, Spot +6	Astrogate +13, Bluff +3, Computer Use +13, Demolitions +6, Knowledge (spacer lore) +7, Pilot +17, Repair +12, Spot +8	Astrogate +15, Bluff +4, Computer Use +17, Demolitions +8, Knowledge (spacer lore) +8, Pilot +22, Repair +14, Spot +10
Feats:	Armor Proficiency (light, medium, heavy), Improved Initiative, Point Blank Shot, Skill Emphasis (Pilot), Starship Operation (starfighters)	plus Starship Dodge, Weapon Focus (blaster pistol)	plus Alertness, Rapid Shot
Equipment:	Flight suit, field kit, blaster	Flight suit, field kit, blaster	Flight suit, field kit, blaster

indeed; the 12th-level Jedi Guardian is best for this. In The New Jedi Order, few Jedi have trained well enough to surpass 8th level, whereas in the Old Republic, the Golden Age of the Jedi Order, Jedi of all levels exist.



STARFIGHTER PILOT

Medic

The medic is a common sight in the aftermath of violent events, rushing to save the lives of those too injured to do it themselves. The lowest-level medic represented here could be a personal nurse, a paramedic, or perhaps an emergency room attendant. The mid-level medic might be a country doctor, the head of a medical team, or perhaps a noble's personal physician. A high-level medic might be chief surgeon aboard a capital ship or a lecturer at a medical university.

Mercenary

Wherever there's an armed dispute, you'll find them—soldiers whose weapons are for sale to the highest bidder. Mercenaries can easily be disavowed and abandoned by their employers if things start going badly.

Mercs are professional soldiers organized into companies and represented by mercenary guilds. This model has been followed for centuries, and remains intact through the dark times of the Empire and well into the days of the New Republic.

The Empire placed restrictions on mercenary activities. As a result, many professional soldiers supported the Rebel Alliance. Laws were imposed that forced mercenary guilds and companies to provide their services to Imperial Moffs and Governors at whatever rate the Moffs and Governors thought was reasonable. Corrupt officials took advantage of this situation to deny the mercenary guilds a real income.

Generic Gambler, male or female, any species

	Scoundrel 4	Scoundrel 8	Scoundrel 12
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Defense:	18 (+6 class, +2 Dex)	20 (+8 class, +2 Dex)	22 (+10 class, +2 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	16/10	30/10	44/10
Attacks:	Unarmed +2 melee Hold-out blaster +5 ranged	Unarmed +5/+0 melee Hold-out blaster +8/+3 ranged	Unarmed +8/+3 melee Hold-out blaster +11/6 ranged
Damage:	Unarmed 1d3–1 Hold-out blaster 3d4	Unarmed 1d3–1 Hold-out blaster 3d4	Unarmed 1d3–1 Hold-out blaster 3d4
Special Qualities:	Better lucky than good, illicit barter	Better lucky than good, illicit barter, sneak attack +2d6	Better lucky than good, illicit barter, sneak attack +4d6
Saves:	Fort +1, Ref +6, Will +3	Fort +2, Ref +8, Will +4	Fort +4, Ref +10, Will +6
Challenge Code:	C	D	D
Force Points:	1	2	3
Dark Side Points:	0	0	0
Reputation:	2	4	9
Abilities:	Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 15	Str 8, Dex 14, Con 10, Int 12, Wis 14, Cha 16	Str 8, Dex 14, Con 10, Int 13, Wis 14, Cha 16
Skills:	Appraise +8, Bluff +9, Computer Use +7, Diplomacy +5, Forgery +8, Profession (gambler) +12, Search +8, Sense Motive +11, Sleight of Hand +9, Spot +9	Appraise +12, Bluff +14, Computer Use +9, Diplomacy +8, Forgery +12, Profession (gambler) +16, Search +12, Sense Motive +18, Sleight of Hand +13, Spot +13	Appraise +16, Bluff +18, Computer Use +10, Diplomacy +10, Forgery +16, Profession (gambler) +20, Search +16, Sense Motive +20, Sleight of Hand +17, Spot +17
Feats:	Sharp-Eyed, Skill Emphasis (Profession: gambler)	plus Skill Emphasis (Sense Motive)	plus Dodge, Fame
Equipment:	Sabacc cards, nice clothes, hold-out blaster, money	Sabacc cards, nice clothes, hold-out blaster, money	Sabacc cards, nice clothes, hold-out blaster, money

Generic Jedi, male or female, any species

	Jedi Guardian 4	Jedi Guardian 8	Jedi Guardian 12
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Defense:	19 (+6 class, +3 Dex)	21 (+8 class, +3 Dex)	23 (+10 class, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	34/14	64/15	106/16
Attacks:	Lightsaber +5 melee or unarmed +5 melee or blaster pistol +7 ranged	Lightsaber +9/+4 melee or unarmed +9/+4 melee or blaster pistol +11/+6 ranged	Lightsaber +13/+8/+3 melee or unarmed +13/+8/+3 melee or blaster pistol +15/+10/+5 ranged
Damage:	Lightsaber 2d8+1 or unarmed 1d3+1 or blaster pistol 3d6	Lightsaber 3d8+1 or unarmed 1d3+1 or blaster pistol 3d6	Lightsaber 4d8+1 or unarmed 1d6+1 or blaster pistol 3d6
Special Qualities:	None	Jedi Knight	Jedi Knight
Saves:	Fort +6, Ref +7, Will +3	Fort +8, Ref +9, Will +5	Fort +11, Ref +11, Will +7
Challenge Code:	D	E	F
Force Points:	2	3	4
Dark Side Points:	0	0	0
Reputation:	3	5	7
Abilities:	Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8	Str 13, Dex 16, Con 15 Int 10, Wis 12, Cha 8	Str 13, Dex 16, Con 16 Int 10, Wis 12, Cha 8
Skills:	Battlemind +9, Enhance Ability +9, Force Push +7, Move Object +7	Battlemind +10, Enhance Ability +10, Force Push +10, Heal Self +6, Move Object +10, Tumble +7	Affect Mind +10, Battlemind +11, Enhance Ability +11, Farseeing +5, Force Push +10, Heal Self +8, Move Object +10, Tumble +7
Feats:	Alter, Blind-Fight, Burst of Speed, Control, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sense	plus Deflect Blasters, Knight Defense	plus Lightsaber Defense, Martial Artist
Equipment:	Lightsaber, comlink	Lightsaber, comlink	Lightsaber, comlink

Generic Medic, male or female, any species

	Expert 4	Expert 8	Expert 12
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Defense:	12 (+1 class, +1 Dex)	13 (+2 class, +1 Dex)	15 (+4 class, +1 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	—/9	—/9	—/9
Attacks:	Unarmed +3 melee Blaster pistol +4 ranged	Unarmed +6/+1 melee by weapon +7/+2 ranged	Unarmed +9/+4 melee by weapon +10/+5 ranged
Damage:	Unarmed 1d3 Blaster pistol 3d6	Unarmed 1d3 by weapon	Unarmed 1d3 by weapon
Special Qualities:	None	None	None
Saves:	Fort +0, Ref +2, Will +6	Fort +1, Ref +3, Will +8	Fort +3, Ref +5, Will +11
Challenge Code:	B	C	D
Force Points:	0	0	1
Dark Side Points:	0	0	0
Reputation:	1	2	3
Abilities:	Str 11, Dex 12, Con 9, Int 10, Wis 14, Cha 8	Str 11, Dex 12, Con 9, Int 10, Wis 15, Cha 8	Str 11, Dex 12, Con 9, Int 10, Wis 16, Cha 8
Skills:	Computer Use +7, Gather Information +6, Knowledge (medicine) +7, Knowledge (physiology) +7, Survival +9, Treat Injury +12	Computer Use +11, Gather Information +10, Knowledge (medicine) +14, Knowledge (physiology) +11, Survival +13, Treat Injury +16	Computer Use +15, Gather Information +14, Knowledge (medicine) +18, Knowledge (physiology) +18, Survival +17, Treat Injury +20
Feats:	Endurance, Skill Emphasis (Treat Injury),	plus Skill Emphasis (Knowledge: medicine)	plus Fame, Skill Emphasis (Knowledge: physiology)
Equipment:	Diagnostic tools,, medpac	Diagnostic tools, medpac, comlink	Diagnostic tools, medpac, multichannel comlink

As a result, many mercenaries went to work for the Rebels, even if they weren't getting paid.

After the fall of the Empire, business for mercenaries boomed. The New Republic wanted them. The Empire wanted them. Local, planetary, and sector governments that feared they couldn't rely on support from their respective factions also turned to them. It was a dangerous but extremely profitable time.

The low-level mercenary presented here ranks among the top front line mercenaries in the galaxy. Few guilds accept characters lower than 2nd level. Most GM mercenaries don't live long enough to get more experience than that, or they retire early. The character presented here is a person who sets aside personal ideologies to efficiently serve whoever can offer a strong contract. Contrary to stereotype, this type of mercenary is not solely devoted to money. He's highly loyal to other members of his mercenary company, and will always offer consideration and mercy to members of other companies that belong to the same guild, even if they are on opposite sides of a conflict. A mercenary who doesn't have such professional ethics would not be retained by a company, and would eventually be blacklisted by the guilds.

The mid-level mercenary is a typical leader of a mercenary unit. He or she handles duty assignments, enforces unit discipline, and sees that pay is distributed quickly and according to contract. He or she often serves as the point of contact between the unit, the guild, and the client, making sure that everyone gets what's coming to them—in every sense of the word. If, for example, the client has lied to the guild or the company about nature of the job they were hired to do, or otherwise betrays them, this character would do what he could to make sure the word gets out. He'll let other companies know that his former employer can't be trusted.

The highest-level merc described here is rarely encountered in the field. He's the leader of a mercenary company, a highly prized combat and tactics instructor working for a guild or a high-ranking guild official. He's more involved with handling the business side of war than actually waging war. That doesn't mean he won't see some action in the field. He often travels to the point of deployment for companies or units on important missions, but rarely leaves the drop ship or main compound unless drastic measures are necessary. Such a character might also be dispatched to investigate complaints against someone who betrayed mercs in his employ. If a company has been giving its guild a bad name through incompetence or excessive violence, he's the one who'll set them straight.

Military Officer

Military academies have long, proud traditions. There are families that have served the Republic in uniform for twenty or more generations. These men and women continued to cling to their proud traditions even as the New Order rose and twisted them into something ugly. Some defected to the Rebel Alliance, but others stayed on the bridges of their Star Destroyers, or in the cockpits of their walkers, believing that the honor of the military would triumph over the dirty politics of the New Order.

Among the long-held traditions of the galaxy's military leaders, the most important one is that "Officers should lead

Generic Mercenary, male or female, any species

	Soldier 4	Soldier 8	Soldier 12
Initiative:	+6 (+2 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)
Defense:	17 (+5 armor, +2 Dex)	17 (+5 armor, +2 Dex)	19 (+6 armor, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	34/15	64/15	106/16
Attacks:	Vibroblade +5 melee Hvy blaster pistol +6 ranged	Vibroblade +9/+4 melee Blaster carbine +11/+6 ranged (+9/+9/+4 rapid shot)	Vibroblade +13/+8/+3 melee Lt. repeating blaster +15/+10/+5 ranged (+13/+13/+8/+3 rapid shot; +9/+9/+9/+4/–1 autofire & rapid shot)
Damage:	Vibroblade 2d6+1 Heavy blaster pistol 3d8	Vibroblade 2d6+1 Blaster carbine 3d8	Vibroblade 2d6+1 Light repeating blaster 2d8
Special Qualities:	None	None	None
Saves:	Fort +6, Ref +3, Will +2	Fort +8, Ref +5, Will +3	Fort +11, Ref +7, Will +5
Challenge Code:	C	D	D
Force Points:	1	2	3
Dark Side Points:	0	0	1
Reputation:	1	2	4
Abilities:	Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 8	Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 8	Str 13, Dex 16, Con 16, Int 10, Wis 12, Cha 8
Skills:	Computer Use +3, Demolitions +7, Intimidate +6, Survival +3, Treat Injury +8	Computer Use +5, Demolitions +11, Intimidate +10, Listen +3, Spot +3, Survival +3, Treat Injury +10	Computer Use +5, Demolitions +11, Intimidate +10, Knowledge (tactics) +6, Listen +5, Spot +5, Survival +5, Treat Injury +12
Feats:	Armor Proficiency (heavy, light, medium), Blind-fight, Improved Initiative, Point Blank Shot, Rapid Shot	plus Dodge, Mobility, Multi Shot	plus Fame or Infamy, Martial Artist, Spring Attack, Whirlwind Attack
Equipment:	Combat jumpsuit, comlink, field kit, guild badge, company insignia	Combat jumpsuit, multichannel comlink, field kit, guild badge, company insignia, macrobinoculars, ship or speeder	Padded battle armor, multichannel comlink, field kit, guild badge, company insignia, contracts, macrobinoculars, ship or speeder

from the front." A commander should never issue an order that he or she would not be willing to follow. Ideally, an army officer should fight side by side with infantry troops during a charge, while a naval commander's flagship should be at the front of a fleet engagement. For mechanized units, fighter squadrons, and starship fleets, this ideal has remained a constant for the military officers on both sides of the conflict during the Civil War. It's a tradition the New Republic military academies continue to revere. That's the kind of officer these statistics represent, someone who went to the Academy, and who then followed the command track during his service.

The lowest-level character has only been out of the Academy for a short time. He or she may be charge of a single unit or a small-town militia on a remote, rarely visited planet.

The mid-level character is a seasoned officer, the commander of the lead vehicle in a mechanized division, or a commander. Characters of this sort can also be found in command of planetary militias on peaceful and sparsely inhabited planets, and even in the ranks of the Sector Rangers, commanding their patrol squadrons.

The high-level character is among the lowest senior officers, a newly promoted rear admiral, the general in charge of a capital ship task force's troop compliment, or the commander of forces protecting a key system or installation. The commanders of important planetary militias also tend to have this level of expertise.

High-level officers usually advance in rank because of their tactical ability, not their combat training. Despite the ideal that "officers lead from the front," they're rarely in the trenches with foot soldiers, nor are they ever the first person at the front of a boarding party. As a result, officers rarely wear armor. Army officers only wear it when visiting the front or riding in vehicles during actual combat (such as General Veers in *The Empire Strikes Back*). Officers who are stationed on board starships (such as those serving in the Republic or Imperial Navy) only don armor if their ship is being boarded.

Naboo Handmaiden

The Handmaidens are the ever-present servants of Queen Amidala, the young monarch of the isolated world of Naboo. They appear as harmless, demure girls who are always on hand to give the Queen companionship, hear her opinions, and help her manage her elaborate traditional gowns. They're also highly trained bodyguards. The Handmaidens are all members of a secret society—the Order of Sanctuary—based in a remote area of Naboo. These patriots volunteered to help protect the Queen after she ascended the throne. (No one outside the Queen's inner circle is aware of this fact; even many Nabooians consider stories of the Order of Sanctuary and its women warriors to be nothing but fanciful tales.)

Generic Military Officer, male or female, any species:

	Noble 2/Soldier 2	Nbl 2/Sol 4/Officer 2	Nbl 2/Sol 4/Officer 6
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Defense:	15 (+4 class, +1 Dex)	18 (+7 class, +1 Dex)	20 (+9 class, +1 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	24/12	48/12	70/12
Attacks:	Vibroblade +2 melee Blaster carbine +5 ranged	Unarmed +5/+0 melee Blaster pistol +8/+3 ranged	Unarmed +8/+3 melee Blaster pistol +11/+6 ranged
Damage:	Vibroblade 2d6–1 Blaster carbine 3d8	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6
Special Qualities:	Call in a favor (1), inspire confidence +1	plus leadership	plus requisition supplies, tactics
Saves:	Fort +4, Ref +4, Will +4	Fort +7, Ref +6, Will +6	Fort +8, Ref +8, Will +8
Challenge Code:	B	C	D
Force Points:	1	2	3
Dark Side Points:	0	0	0
Reputation:	4	7	9
Abilities:	Str 9, Dex 14, Con 12, Int 10, Wis 13, Cha 15	Str 9, Dex 14, Con 12, Int 10, Wis 13, Cha 16	Str 9, Dex 14, Con 12, Int 10, Wis 14, Cha 16
Skills:	Astrogate +4, Bluff +5, Computer Use +7, Diplomacy +9, Intimidate +5, Knowledge (military) +10, Pilot +6, Survival +4	Astrogate +4, Bluff +6, Computer Use +11, Diplomacy +14, Intimidate +7, Knowledge (military) +14, Pilot +6, Sense Motive +8, Survival +4	Astrogate +6, Bluff +9 Computer Use +13, Diplomacy +19, Intimidate +9, Knowledge (military) +18, Pilot +8, Sense Motive +16, Survival +8
Feats:	Armor Proficiency (light & medium), Alertness, Point Blank Shot, Skill Emphasis (Knowledge: military)	plus Armor Proficiency (heavy), Fame, Starship Operation (capital ships)	plus Skill Emphasis (Diplomacy), Skill Emphasis (Sense Motive)
Equipment:	Uniform, weapons, rank insignia (or cylinders), multichannel comlink, datapads	Uniform, weapons, rank insignia (or cylinders), multi-channel comlink, datapads	Uniform, weapons, rank insignia (or cylinders), multichannel comlink, datapads

Generic Naboo Handmaiden, female Human only

	Scoundrel 2	Scoundrel 3/Soldier 1	Scoundrel 4/Soldier 2
Initiative:	+2 (Dex)	+2 (Dex)	+2 (Dex)
Defense:	17 (+5 class, +2 Dex)	17 (+5 class, +2 Dex)	18 (+6 class, +2 Dex)
Speed:	10m	10m	10m
VP/WP:	9/10	18/10	27/10
Attacks:	Knife +0 melee Hold-out blaster +3 ranged	Knife +2 melee Hold-out blaster +5 ranged	Knife +4 melee Hold-out blaster +7 ranged
Damage:	Knife 1d4–1 Hold-out blaster 3d4	Knife 1d4–1 Hold-out blaster 3d4	Knife 1d4–1 Hold-out blaster 3d4
Special Qualities:	Illicit barter, better lucky than good	Illicit barter, better lucky than good	Illicit barter, better lucky than good
Saves:	Fort +0, Ref +5, Will +1	Fort +3, Ref +5, Will +2	Fort +4, Ref +6, Will +2
Challenge Code:	B	C	C
Force Points:	0	1	1
Dark Side Points:	0	0	0
Reputation:	1	1	2
Abilities:	Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15	Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 16	Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 16
Skills:	Bluff +7, Computer Use +4, Disguise +7, Gather Information +7, Hide +7, Knowledge (Naboo) +5, Listen +6, Move Silently +7, Sense Motive +6, Spot +6, Treat Injury +3	Bluff +9, Computer Use +4, Disguise +10, Gather Information +9, Hide +7, Knowledge (Naboo) +7, Knowledge (Theed) +5, Listen +7, Move Silently +7, Sense Motive +7, Spot +7, Treat Injury +4	Bluff +11, Computer Use +6, Disguise +11, Gather Information +9, Hide +7, Knowledge (Naboo) +10, Knowledge (Theed) +9, Listen +7 Move Silently +7, Sense Motive +8, Spot +7, Treat Injury +8
Feats:	Alertness	plus Armor Proficiency (light), Dodge	plus Armor Proficiency (medium), Point Blank Shot, Skill Emphasis (Treat Injury)
Equipment:	Handmaiden robes, datapads, comlink, weapons	Handmaiden robes, datapads, comlink, weapons	Handmaiden robes, datapads, comlink, weapons

It's not uncommon for government leaders and nobles to have a hidden contingent of bodyguards nearby. Like the Handmaidens, these bodyguards often seem to be harmless servants, only revealing their true nature when an assassin attempts to strike. Many of them are also chosen for duty due to a resemblance to the leader they serve. Thus, they can assume a dangerous role as a "decoy" when assassins threaten. The GM can extrapolate similar bodyguards from the Handmaiden samples provided here. (It should be noted that two class abilities—"Illicit barter" and "Call in a favor"—are only used for negotiating with beings who are aware of the character's true responsibilities. They may also work with ambitious officials who are trying to get every edge they can possibly find with leaders, even if it means helping their personal servants in somewhat shady matters.)

The Handmaidens described with the following statistics are ones that can be found at Queen Amidala's side during normal activities on or off Naboo. The low-level version is by far the most common, as her Handmaidens are almost universally young girls like herself, each of whom can serve as a decoy should it be needed. Each Handmaiden owns a blaster created specifically for her. (She gets an automatic bonus on her attack roll when using it.) When danger is expected, the Handmaidens don uniforms and blast vests if time permits.

Outlaw

Outlaws range from bloodthirsty killers motivated by greed to desperate idealists motivated by a personal sense of honor and justice. In the early days of the Empire, the Jedi were branded outlaws. In fact, outlaws often hate each other as much as the societies that cast them out. Forced to exist on the fringes of the galaxy, they drift from backwater to backwater, staying one step ahead of their pursuers.

High-level outlaws emerge at the helm of their own movements, either through accident or design. People with similar motivations and philosophies seek them out. Some outlaws willingly assume leadership of other disaffected and rejected people, forming bandit gangs or political movements with a tendency toward violence . . . like the Rebel Alliance in its early days.

Pirate

Pirates are violent criminals who prey on space travelers in remote planetary systems or along hyperspace lanes, attacking vessels, stealing cargo shipments, and either holding crew and passengers for ransom or selling them into slavery. The most brutal of pirates don't even bother taking crews captive, simply "spacing" them instead.

The low-level pirate offered here is one of the tougher crewmembers encountered on pirate vessels. (The common pirate is a 1st-level thug.) A mid-level pirate is the commander of a pirate ship, usually no larger than a Corellian corvette. The high-level pirate offered here leads fleets of small freighters or perhaps even a capital ship or two. Such infamous figures are hated and feared throughout the regions of space in which they operate.

Generic Outlaw, male or female, any species

	Fringer 2/Scoundrel 2	Fringer 4/Scoundrel 4	Fringer 6/Scoundrel 6
Initiative:	+6 (+2 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)	+7 (+3 Dex, +4 Improved Init.)
Defense:	19 (+7 class, +2 Dex)	21 (+8 class, +3 Dex)	23 (+10 class, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	27/14	48/14	84/14
Attacks:	Unarmed +2 melee Knife +3 melee Blaster pistol +4 ranged	Unarmed +6/+1 melee Vibrodagger +7/+2 melee Blaster pistol +9/+4 ranged	Unarmed +8/+3 melee Vibroblade +9/+4 melee Hvy blaster pistol +11/+6 ranged
Damage:	Knife 1d4+1 Blaster pistol 3d6	Vibrodagger 2d4+1 Blaster pistol 3d6	Vibroblade 2d6+1 Hvy blaster pistol 3d8
Special Qualities:	Barter, illicit barter, better lucky than good	plus jury-rig	plus jury-rig +2, sneak attack +2d6
Saves:	Fort +5, Ref +7, Will −1	Fort +7, Ref +9, Will +1	Fort +9, Ref +11, Will +3
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	0	0	1
Reputation:	1	3	8 (5)
Abilities:	Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13	Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 13	Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 14
Skills:	Bluff +8, Gather Information +8, Hide +9, Intimidate +8, Pilot +5, Repair +3, Search +3, Spot +3, Survival +6	Bluff +12, Gather Information +15, Hide +12, Intimidate +12, Listen +6, Pilot +8, Repair +3, Search +4 Spot +7, Survival +7	Bluff +17, Diplomacy +6, Gather Information +20, Hide +14, Intimidate +17 Knowledge (criminal organizations) +4, Listen +6, Move Silently +7, Pilot +10, Repair +3, Search +4, Spot +7, Survival +8
Feats:	Alertness, Improved Initiative, Point Blank Shot	plus Skill Emphasis (Gather Information), Weapon Group Proficiency (vibroweapons)	plus Fame or Infamy, Precise Shot
Equipment:	Nondescript, battered speeder, weaponry, personal belongings	Nondescript, battered speeder, weaponry, personal belongings	Nondescript, battered speeder, weaponry, personal belongings

Generic Pirate, male or female, any species

	Scoundrel 3/Soldier 1	Scoundrel 5/Soldier 3	Scoundrel 8/Soldier 4
Initiative:	+6 (+2 Dex, +4 Improved Init.)	+6 (+2 Dex, +4 Improved Init.)	+6 (+2 Dex, +4 Improved Init.)
Defense:	17 (+5 class, +2 Dex)	19 (+7 class, +2 Dex)	21 (+9 class, +2 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	23/11	52/11	77/11
Attacks:	Vibroblade +4 melee Blaster pistol +5 ranged	Vibroblade +7/+2 melee Hvy blaster pistol +8/+3 ranged	Vibroblade +11/+6 melee Hvy blaster pistol +12/+7 ranged
Damage:	Vibroblade 2d6+1 Blaster pistol 3d6	Vibroblade 2d6+1 Heavy blaster pistol 3d8	Vibroblade 2d6+1 Heavy blaster pistol 3d8
Special Qualities:	Illicit barter, Better lucky than good	plus Sneak attack +2d6	
Saves:	Fort +1, Ref +5, Will +0	Fort +5, Ref +7, Will +1	Fort +7, Ref +9, Will +2
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	1	2	3
Reputation:	1	3	8
Abilities:	Str 12, Dex 15, Con 11, Int 14, Wis 8, Cha 13	Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 13	Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 14
Skills:	Astrogate +9, Bluff +8, Computer Use +9, Disable Device +9, Gather Information +8, Intimidate +8, Pilot +9, Repair +9, Search +9, Spot +2	Appraise +6, Astrogate +10, Bluff +9, Computer Use +13, Demolitions +6, Disable Device +9, Gather Information +12, Hide +6, Intimidate +12, Move Silently +6, Pilot +13, Repair +9, Search +9, Spot +3	Appraise +6, Astrogate +10, Bluff +14, Computer Use +13, Demolitions +10, Disable Device +13, Gather Information +20, Hide +10, Intimidate +13, Move Silently +10, Pilot +17, Repair +13, Search +13, Spot +3
Feats:	Armor Proficiency (light) Improved Initiative, Quick Draw	plus Armor Proficiency (medium & heavy), Infamy, Skill Emphasis (Intimidate), Starship Operation (space transports)	plus Fame, Point Blank Shot, Skill Emphasis (Gather Information), Starship Dodge
Equipment:	Vibroblade, blaster pistol	Vibroblade, blaster pistol	Vibroblade, blaster pistol

Smuggler

Smugglers come in all different stripes. Some smuggle illegal goods strictly for their own profit, some do it to support political causes, while others may do it for the excitement of thumbing their nose at the law.

The lowest-level character offered here is a small-time independent operator or a low-ranking member of a smuggling ring, such as the one operated by Jabba the Hutt. The mid-level smuggler is skilled enough to run minor blockades and stymie all but the most talented customs officials. He or she has also earned a reputation for specializing in a specific kind of cargo and is rumored to know a number of secret spacelanes. The highest-level character has become so famous in law enforcement and criminal circles that he or she will soon have to start thinking about retiring . . . or becoming the head of his or her own smuggling ring.

Spy

There are three major types of professional spies in the *Star Wars* galaxy: industrial spies, government spies, and freelancers. Industrial spies usually work for an interstellar corporation and engage in the theft of information or sabotage of a company's competitors, large or small. Government spies either work to root out spies from enemy governments or infiltrate those other governments to gain their secrets. The freelance spy is available to the highest bidder. He rarely has loyalty to anyone but himself and his paying clients. The Bothan SpyNet is among the most famous organizations of freelance spies.

The lowest level spy is a typical field operative or industrial spy. The mid-level spy can often be found coordinating a spy ring, as he or she is starting to get a reputation in "professional circles." The highest-level spies have achieved such fame that most other professional spies recognize their handiwork and may even be familiar with their appearance. As such, these characters mostly serve as analysts and advisors, although they take to the field for key missions, such as stealing the Death Star plans, or gathering intelligence information to facilitate the assassination of key leaders.

Technician

The low-level character represented here can be found in

Generic Smuggler, male or female, any species

	Scoundrel 4	Scoundrel 4/Scout 4	Scoundrel 6/Scout 6
Initiative:	+2 (Dex)	+6 (+2 Dex, +4 Improved Init.)	+6 (+2 Dex, +4 Improved Init.)
Defense:	18 (+6 class, +2 Dex)	20 (+8 class, +2 Dex)	22 (+10 class, +2 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	16/10	34/10	50/10
Attacks:	Unarmed +2 melee Blaster pistol +5 ranged	Unarmed +5/+0 melee Blaster pistol +8/+3 ranged	Unarmed +7/+2 melee Blaster pistol +10/+5 ranged
Damage:	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Blaster pistol 3d6
Special Qualities:	Illicit barter, better lucky than good	plus trailblazing, uncanny dodge	plus sneak attack +2d6, Skill Mastery (Astrogate, Pilot)
Saves:	Fort +1, Ref +6, Will +2	Fort +3, Ref +8 Will +4	Fort +5, Ref +10, Will +7
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	0	0	0
Reputation:	2	3	5
Abilities:	Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15	Str 8, Dex 14, Con 10, Int 14, Wis 13, Cha 15	Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 15
Skills:	Appraise +9, Astrogate +12, Bluff +12, Computer Use +6, Forgery +9, Gather Information +9, Hide +6, Knowledge (customs laws) +9, Listen +5, Pilot +6, Repair +6, Sense Motive +5, Spot +5	Appraise +9, Astrogate +14, Bluff +16, Craft (mechanic) +4, Computer Use +6, Diplomacy +6, Forgery +11, Gather Information +10, Hide +6, Knowledge (customs laws) +13, Listen +5, Pilot +13, Repair +10, Sense Motive +5, Spot +7	Appraise +11, Astrogate +16 Bluff +20, Craft (mechanic) +8, Computer Use +11, Diplomacy +6, Forgery +13, Gather Information +13, Hide +8, Knowledge (customs laws) +13, Listen +8, Pilot +20, Repair +12, Sense Motive +8, Spot +10
Feats:	Point Blank Shot, Skill Emphasis (Bluff), Skill Emphasis (Astrogate)	plus Improved Initiative, Starship Operation (space transports)	plus Point Blank Shot, Skill Emphasis (Pilot)
Equipment:	Small starship, illegal cargo, forged shipping permits	Small starship, illegal cargo, forged shipping permits	Small starship, illegal cargo, forged shipping permits

charge of maintaining systems at a minor space station or colony, or in the technical planning department of a city or major starport. He might be the trusty sidekick of a smuggler, the being who keeps a tramp freighter running on string and adhesive chemicals.

The mid-level technician might be encountered as the head engineer on an important space station or a Senator's personal yacht.

High-level technicians are chief engineers onboard capital ships or lead designers for Sienar Fleet Systems and other companies. Safely surrounded by armed guards, they usually do not carry weapons of their own.

Thief

Virtually every society frowns on thieves. During turbulent times, however, thieves can become unlikely heroes. During the Rebellion, a good number of unsavory characters either supplied the Alliance with much-needed military equipment (by stealing it from Imperial depots) or waged their private campaigns by stealing from Imperial-backed governments, distributing the ill-gotten gains to oppressed citizens. Some of these characters enter a life of crime because of the thrill, but many are, at least initially, forced into it by circumstances beyond their control.

The lowest-level thief is just starting to build a reputation. This character has risen above common acts of thievery and is starting to excel at "the craft."

The mid-level character is usually somewhat infamous. He or she usually has a growing reputation both in law enforcement and in the underworld (even if he or she has never been caught and is just known by a nickname).

The highest-level thief no doubt has a reputation in the underworld for stealing the unstealable. Legendary shipjackers like Airen Cracken, Cryle Cavv, and Sienn Sconn at the pinnacle of his career are perfect examples. Some characters of this level have stopped doing their own stealing but instead act as "consultants." Some may even have turned their expertise to catching other thieves.

Thug

Thugs are basic bruisers. Some of them are street toughs aspiring to become swoop champions, or perhaps want to get "discovered" by the local crimelord. Others are hard-working security guards or law enforcers prone to breaking heads and taking bribes. During the rise of the Empire, COMPForce is made up almost entirely of 2nd–4th level thugs. The leaders of platoons are typically 6th-level thugs.

A thug character is not terribly bright, relying on brawn over brains. He or she is also not very brave, resorting only to violence against foes that are clearly weaker or defenseless, and avoiding confrontation unless associates are nearby.

Generic Spy, male or female, any species

	Scoundrel 2/Scout 2	Scoundrel 6/Scout 2	Scoundrel 7/Scout 5
Initiative:	+1 (Dex)	+2 (Dex)	+2 (Dex)
Defense:	18 (+7 class, +1 Dex)	21 (+9 class, +2 Dex)	22 (+10 class, +2 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	14/8	33/8	42/8
Attacks:	+2 Unarmed +2 melee Hold-out blaster +3 ranged	+5 Unarmed +5 melee Hold-out blaster +7 ranged	+8/+3 Unarmed +8/+3 melee Hold-out blaster +10/+5 ranged
Damage:	Unarmed 1d3 Hold-out blaster 3d4	Unarmed 1d6 Hold-out blaster 3d4	Unarmed 1d6 Hold-out blaster 3d4
Special Qualities:	Better lucky than good, illicit barter, trailblazing	plus sneak attack +2d6	plus uncanny dodge, Skill Mastery (Disable Device)
Saves:	Fort +1, Ref +6, Will +4	Fort +3, Ref +9, Will +6	Fort +4, Ref +10, Will +7
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	1	2	3
Reputation:	1	3	4
Abilities:	Str 10, Dex 13, Con 8, Int 12, Wis 14, Cha 16	Str 10, Dex 14, Con 8, Int 12, Wis 14, Cha 16	Str 10, Dex 15, Con 8, Int 12, Wis 14, Cha 16
Skills:	Bluff +10, Computer Use +5, Disable Device +4, Disguise +6, Forgery +4, Gather Information +13, Hide +8, Knowledge (communication networks) +7, Listen +7, Move Silently +3, Search +6, Sense Motive +7, Spot +4	Bluff +14, Computer Use +9, Disable Device +4, Disguise +6, Escape Artist +6, Forgery +4, Gather Information +17, Hide +13, Knowledge (communication networks) +11, Listen +11, Move Silently +8, Search +10, Sense Motive +7, Spot +8	Bluff +18, Computer Use +9, Disable Device +8, Disguise +10, Escape Artist +10, Forgery +4, Gather Information +21, Hide +13, Knowledge (communication networks) +15, Listen +11, Move Silently +8, Search +12, Sense Motive +11, Spot +8
Feats:	Low Profile, Skill Emphasis (Gather, Information), Track	plus Alertness, Martial Artist	plus Point Blank Shot, Dodge
Equipment:	Forged IDs, electronic listening devices, lockpicks, starship (or speeder)	Forged IDs, electronic listening devices, lockpicks, starship (or speeder)	Forged IDs, electronic listening devices, lockpicks, starship (or speeder)

Trader

This character might be a nebbish ship-part dealer at the Chandrilla starport, a cunning, an underhanded Trade Federation cargo broker, or a brave Corellian trailblazer who plies the spacelanes looking for lost colonies that might be interested in a hold full of outdated comlinks.

The highest-level character given here is usually a manager in a galactic shipping company, perhaps working as part of a legitimate front for underworld organizations like Black Sun. As such, he or she does not typically go armed.

Servants of the Empire

Stormtroopers

Fanatically loyal to the Emperor, stormtroopers are the elite troops of the Empire, soldiers trained to fight and die without fear or question. Garbed in distinctive white armor, and armed with the best ordnance available, squads of stormtroopers strike terror into the hearts of civilians throughout the galaxy, enforcing the Emperor's will with ruthless zeal and efficiency.

Stormtroopers are a separate force from the troops of Imperial Forces, and do not answer directly to Army or Navy officers. They are even trained separately, indoctrinated in brutal military complexes that teach them order, obedience, and a lasting devotion to the Emperor. Their strict training enables them to resist the kinds of weakness that plague lesser troops. Stormtroopers are immune to being bribed, blackmailed, seduced, or routed. Any such attempt automatically fails; no check or saving throw is necessary.

The profile on the next page describes standard stormtroopers—general-purpose soldiers ready for whatever action is required. After recognizing the need for troopers with special equipment and training, the Emperor ordered the development of additional types of stormtroopers. These include cold assault stormtroopers ("snowtroopers"), aquatic assault stormtroopers ("seatroopers"), zero-g assault stormtroopers ("spacetroopers"), desert assault

Generic Technician, male or female, any species

	Expert 4	Expert 8	Expert 12
Initiative:	+1 (Dex)	+1 (Dex)	+1 (Dex)
Defense:	12 (+1 class, +1 Dex)	13 (+2 class, +1 Dex)	15 (+4 class, +1 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	—/9	—/9	—/9
Attacks:	Unarmed +3 melee Blaster pistol +4 ranged	Unarmed +6/+1 melee by weapon +7/+2 ranged	Unarmed +9/+4 melee by weapon +10/+5 ranged
Damage:	Unarmed 1d3 Blaster pistol 3d6	Unarmed 1d3 by weapon	Unarmed 1d3 by weapon
Special Qualities:	None	None	None
Saves:	Fort +0, Ref +2, Will +4	Fort +1, Ref +3, Will +6	Fort +3, Ref +5, Will +8
Challenge Code:	B	C	D
Force Points:	0	0	1
Dark Side Points:	0	0	0
Reputation:	1	2	3
Abilities:	Str 11, Dex 12, Con 9, Int 14, Wis 10, Cha 8	Str 11, Dex 12, Con 9, Int 15, Wis 10, Cha 8	Str 11, Dex 12, Con 9, Int 16, Wis 10, Cha 8
Skills:	Astrogate +7, Computer Use +11, Craft (droid repair) +9, Craft (electronics) +9, Craft (starships) +9, Demolitions +6, Disable Device +9, Pilot +6, Repair +14	Astrogate +11, Computer Use +13, Craft (droid repair) +13, Craft (electronics) +13, Craft (starships) +16, Demolitions +8, Disable Device +13, Pilot +10, Repair +18	Astrogate +12, Computer Use +18, Craft (computer technician) +7, Craft (droid repair) +18, Craft (electronics) +21, Craft (starships) +21, Craft (weaponsmith) +11, Demolitions +13, Disable Device +18, Pilot +14, Repair +23
Feats:	Skill Emphasis (Repair), Gearhead	plus Skill Emphasis (Craft: starships)	plus Fame, Skill Emphasis (Craft: electronics)
Equipment:	Tools, repair kit, comlink	Tools, repair kit, comlink	Tools, repair kit, comlink

Generic Thief, male or female, any species

	Scoundrel 4	Scoundrel 8	Scoundrel 12
Initiative:	+3 (Dex)	+3 (Dex)	+3 (Dex)
Defense:	19 (+6 class, +3 Dex)	21 (+8 class, +3 Dex)	23 (+10 class, +3 Dex)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	20/8	34/8	48/8
Attacks:	+3 Unarmed +3 melee Hold-out blaster +6 ranged	+6/+1 Unarmed +6/+1 melee Hold-out blaster +9/+3 ranged	+9/+4 Unarmed +9/+4 melee Hold-out blaster +12/+7 ranged
Damage:	Unarmed 1d3 Hold-out blaster 3d4	Unarmed 1d3 Hold-out blaster 3d4	Unarmed 1d3 Hold-out blaster 3d4
Special Qualities:	Better lucky than good, illicit barter	plus sneak attack +2d6	sneak attack +4d6
Saves:	Fort +0, Ref +7, Will +2	Fort +1, Ref +9, Will +3	Fort +3, Ref +11, Will +5
Challenge Code:	C	D	E
Force Points:	1	2	3
Dark Side Points:	0	1	2
Reputation:	2	4	6
Abilities:	Str 10, Dex 16, Con 8, Int 14, Wis 13, Cha 12	Str 10, Dex 16, Con 8, Int 14, Wis 13, Cha 13	Str 10, Dex 16, Con 8, Int 14, Wis 13, Cha 14
Skills:	Appraise +9, Bluff +8, Disable Device +12, Gather Information +8, Hide +10, Listen +8, Move Silently +10, Search +9, Sleight of Hand +10, Spot +8	Appraise +9, Bluff +8, Computer Use +6, Disable Device +16, Escape Artist +13, Forgery +6, Gather Information +12, Hide +17, Knowledge (security systems) +6, Listen +8, Move Silently +14, Pilot +8, Search +9, Spot +8, Sleight of Hand +10	Appraise +13, Bluff +13, Computer Use +10, Disable Device +20, Escape Artist +14, Forgery +6, Gather Information +17, Hide +21, Knowledge (security systems) +6, Listen +12, Move Silently +17, Pilot +8, Search +17, Spot +12, Sleight of Hand +10
Feats:	Dodge, Quickness, Skill Emphasis (Disable Device)	plus Skill Emphasis (Hide), Skill Emphasis (Escape Artist)	plus Alertness, Mobility, Starship Operation (space transports)
Equipment:	Stylish clothes, hold-out blaster, security kit, stolen goods	Stylish clothes, hold-out blaster, security kit, stolen goods	Stylish clothes, hold-out blaster, security kit, stolen goods

Generic Thug, male or female, any species

	Thug 2	Thug 4	Thug 6
Initiative:	+0	+0	+0
Defense:	10	11 (+1 class)	12 (+2 class)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	—/15	—/15	—/18
Attacks:	Baton +3 melee Blaster pistol +2 ranged	Baton +6 melee Blaster pistol +4 ranged	Vibroblade +8/+3 melee Blaster pistol +6/+1 ranged
Damage:	Baton 1d6+1 Blaster pistol 3d6	Baton 1d6+2 Blaster pistol 3d6	Vibroblade 2d6+2 Blaster pistol 3d6
Special Qualities:	None	None	None
Saves:	Fort +4, Ref +0, Will +0	Fort +5, Ref +1, Will +1	Fort +6, Ref +2, Will +2
Challenge Code:	A	B	C
Force Points:	0	0	0
Dark Side Points:	0	1	2
Reputation:	1	2	3
Abilities:	Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9	Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9	Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9
Skills:	Intimidate +4	Intimidate +6	Intimidate +6, Jump +4
Feats:	Toughness	plus Weapon Group Proficiency (vibroweapons)	plus Toughness
Equipment:	Weapons	Weapons	Weapons

Generic Trader, male or female, any species

	Diplomat 4	Diplomat 8	Diplomat 12
Initiative:	+0	+0	+0
Defense:	11 (+1 class)	12 (+2 class)	14 (+4 class)
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	—/9	—/9	—/9
Attacks:	Unarmed +1 melee Blaster pistol +2 ranged	Unarmed +3 melee Hold-out blaster +4 ranged	Unarmed +5/+0 melee by weapon +6/+1 ranged
Damage:	Unarmed 1d3–1 Blaster pistol 3d6	Unarmed 1d3–1 Hold-out blaster 3d4	Unarmed 1d3–1 by weapon
Special Qualities:	None	None	None
Saves:	Fort +0, Ref +1, Will +5	Fort +1, Ref +2, Will +7	Fort +3, Ref +4, Will +9
Challenge Code:	A	B	C
Force Points:	0	0	1
Dark Side Points:	0	0	0
Reputation:	1	3	7 (4)
Abilities:	Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 13	Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 14	Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 15
Skills:	Appraise +11, Computer Use +5, Diplomacy +11, Gather Information +6, Profession (trader) +11, Sense Motive +6	Appraise +15, Bluff +6, Computer Use +6, Diplomacy +16, Gather Information +8, Profession (trader) +15, Sense Motive +8	Appraise +19, Bluff +10, Computer Use +6, Diplomacy +22, Gather Information +10, Profession (trader) +19, Sense Motive +12
Feats:	Skill Emphasis (Appraise), Skill Emphasis (Diplomacy)	plus Skill Emphasis (Profession: trader)	plus Fame (or Infamy), Trustworthy
Equipment:	Datapad with inventory and orders lists, blaster	Datapad with inventory and orders lists, blaster	Datapad with inventory and shipping manifests, multichannel comlink

stormtroopers ("sandtroopers"), scout stormtroopers ("scout troopers"), infiltration stormtroopers ("storm commandos"), radiation-shielded stormtroopers ("radtroopers"), and stormtroopers that function as heavy-weapon platforms ("dark troopers"). Additionally, standard stormtroopers with the training necessary to operate special weapons (such as tripod-mounted heavy blasters) are occasionally assigned to squads of stormtroopers.

Stormtrooper: Human Thug 3; Init +0; Defense 14 (+4 armor); Spd 10m; VP/WP —/12; Atk +3 melee (1d3, punch), +3 ranged (3d8, blaster rifle); SQ Immunities (see text); SV Fort +3, Ref +1, Will +1; SZ M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Stormtrooper armor, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt.

Skills: Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Stormtrooper +4, Spot +2.

ROYAL GUARD ARMOR

The armor worn by the Empire's Royal Guards is modified to include many of the useful features of stormtrooper armor, including granting the wearer a +2 equipment bonus on Listen and Spot checks, as well as to Fortitude saving throws made to resist hostile environments. This armor isn't available on the open market.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Imperial Royal Guard

Drawn from the ranks of the most capable stormtroopers, the Imperial Royal Guard consists of the Emperor's personal bodyguards. They're trained in the arts of combat and absolutely incorruptible. Like stormtroopers, members of the red-garbed Royal Guard are immune to being bribed, blackmailed, seduced, or routed. Any such attempt automatically fails; no check or saving throw is necessary.

A Royal Guard wears ceremonial armor (based upon Senate guard armor), most of which is concealed beneath floor-length, blood-red cloaks. Although they carry blasters beneath their cloaks, their favored weapon is the force pike, which they wield with deadly accuracy.

A very small number of Royal Guards have been trained in some rudimentary dark side techniques. These few, the Imperial Sovereign Protectors, are used almost exclusively to guard the Emperor's palaces and monasteries, as well as his clone vats on the planet Byss.

Imperial Royal Guard: Human Thug 6/Soldier 3; Init +7 (+3 Dex, +4 Improved Initiative); Defense 20 (+7 armor, +3 Dex); Spd 10m; VP/WP 28/13; Atk +11/+6 melee (1d3+2, punch) or +12/+7 melee (1d10+2, crit 19–20, force pike); or +12/+7 ranged (3d8, heavy blaster pistol); SQ Immunities (see text); SV Fort +8, Ref +3, Will +3; SZ M; FP 2; Rep 5; Str 14, Dex 16, Con 13, Int 11, Wis 12, Cha 12.

Equipment: Ceremonial armor, force pike, heavy blaster pistol.

Skills: Climb +6, Intimidate +9, Jump +6, Knowledge (Emperor) +4, Knowledge (Imperial Army) +4, Listen +7, Spot +7, Survival +7.

Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (powered), Improved Initiative, Weapon Finesse (force pike), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Imperial Officers

Admired, respected, and in some cases, feared, the officers of the Imperial Army and Imperial Navy are drawn from prestigious families with long histories of military service. Few are promoted up from the lower ranks. Most are inducted straight into officer training academies, instructed in doctrine, leadership, and tactics, and then awarded commissions. There, if they distinguish themselves, they finally get a chance to rise through the upper echelons–but rarely do they find occasion to dirty their hands.

This distance between the officers and the common soldiery imbues Imperial officers with a sense of inherent superiority, and most often, a complete lack of empathy or even sympathy for their troops. Most do not mind being hated by their subordinates, so long as they are obeyed. Very, very few associate with the men under their command, except in official capacities. An Imperial officer who knows the names of even a handful of his troops is a rarity indeed.

Imperial Officer: Human Noble 2/Soldier 4/Officer 2; Init +1 (Dex); Defense 20 (+1 Dex); Spd 10m; VP/WP 30/10; Atk +6/+1 melee (1d3, punch), +7/+2 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence +1, leadership; SV Fort +6, Ref +5, Will +6; SZ M; FP 1; DSP 2; Rep 6; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 14.

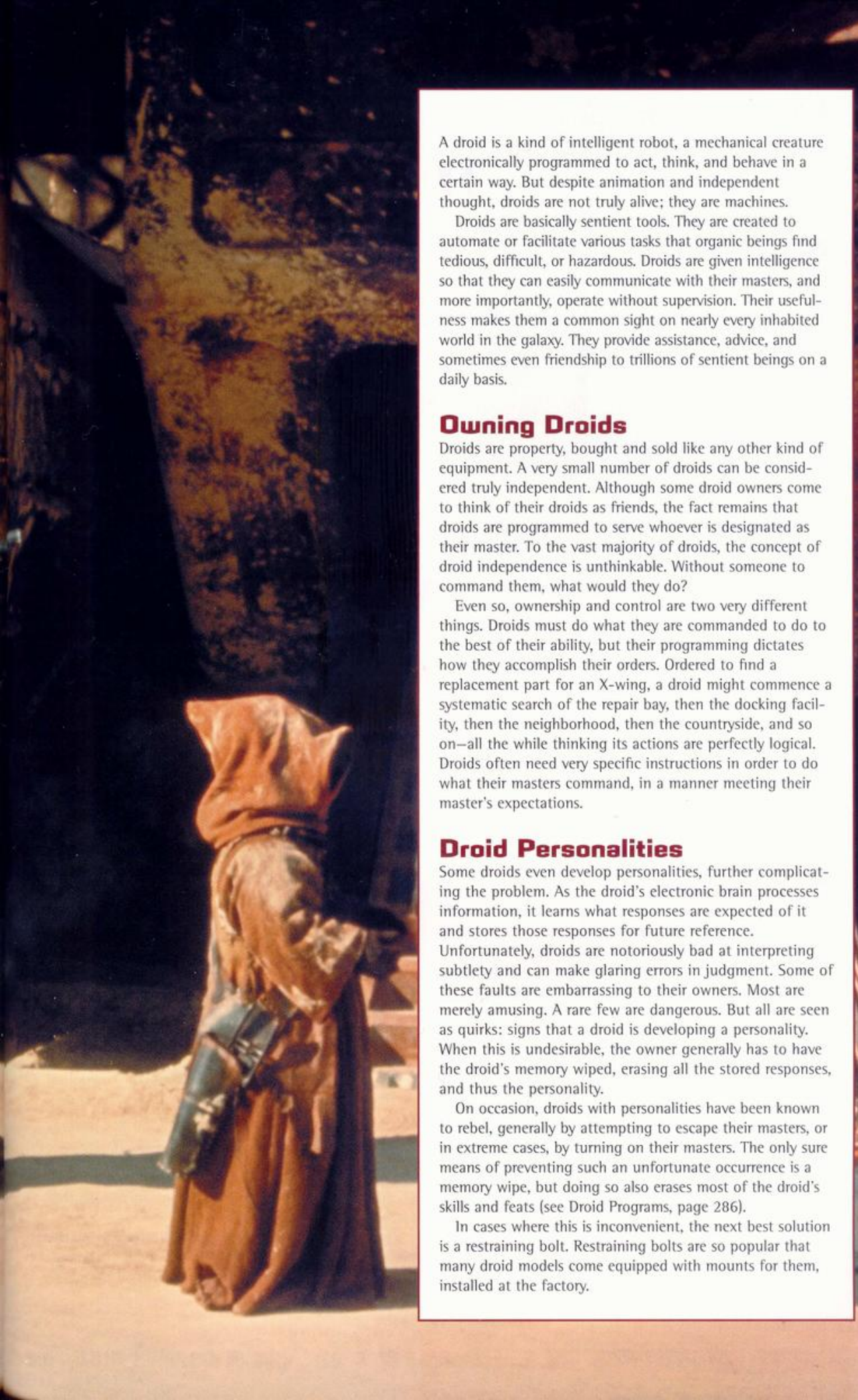
Equipment: Blaster pistol, comlink, datapad, uniform, rank insignia.

Skills: Astrogate +7, Bluff +10, Computer Use +8, Demolitions +7, Diplomacy +8, Gather Information +11, Intimidate +12, Knowledge (military history) +9, Knowledge (military vehicles) +6, Knowledge (Imperial Army or Imperial Navy) +8, Repair +5, Pilot +7, Sense Motive +5, Survival +5.

Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Persuasive, Point Blank Shot, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge: Army/Navy), Skill Emphasis (Knowledge: military vehicles), Starship Operation (capital ships), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (vehicle weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

CHAPTER FIFTEEN

DROIDS



A droid is a kind of intelligent robot, a mechanical creature electronically programmed to act, think, and behave in a certain way. But despite animation and independent thought, droids are not truly alive; they are machines.

Droids are basically sentient tools. They are created to automate or facilitate various tasks that organic beings find tedious, difficult, or hazardous. Droids are given intelligence so that they can easily communicate with their masters, and more importantly, operate without supervision. Their usefulness makes them a common sight on nearly every inhabited world in the galaxy. They provide assistance, advice, and sometimes even friendship to trillions of sentient beings on a daily basis.

Owning Droids

Droids are property, bought and sold like any other kind of equipment. A very small number of droids can be considered truly independent. Although some droid owners come to think of their droids as friends, the fact remains that droids are programmed to serve whoever is designated as their master. To the vast majority of droids, the concept of droid independence is unthinkable. Without someone to command them, what would they do?

Even so, ownership and control are two very different things. Droids must do what they are commanded to do to the best of their ability, but their programming dictates how they accomplish their orders. Ordered to find a replacement part for an X-wing, a droid might commence a systematic search of the repair bay, then the docking facility, then the neighborhood, then the countryside, and so on—all the while thinking its actions are perfectly logical. Droids often need very specific instructions in order to do what their masters command, in a manner meeting their master's expectations.

Droid Personalities

Some droids even develop personalities, further complicating the problem. As the droid's electronic brain processes information, it learns what responses are expected of it and stores those responses for future reference. Unfortunately, droids are notoriously bad at interpreting subtlety and can make glaring errors in judgment. Some of these faults are embarrassing to their owners. Most are merely amusing. A rare few are dangerous. But all are seen as quirks: signs that a droid is developing a personality. When this is undesirable, the owner generally has to have the droid's memory wiped, erasing all the stored responses, and thus the personality.

On occasion, droids with personalities have been known to rebel, generally by attempting to escape their masters, or in extreme cases, by turning on their masters. The only sure means of preventing such an unfortunate occurrence is a memory wipe, but doing so also erases most of the droid's skills and feats (see Droid Programs, page 286).

In cases where this is inconvenient, the next best solution is a restraining bolt. Restraining bolts are so popular that many droid models come equipped with mounts for them, installed at the factory.

> "We don't serve their kind here."
>
> —Wuher, Cantina Bartender

Behavioral Inhibitors

Even without a restraining bolt or periodic memory wipes, droids operate by a fairly rigid set of guidelines. A droid's core programming—the part of its memory that cannot be wiped—provides it with strict instructions for how to react under a variety of common circumstances, most of which revolve around obedience, safety, ethics, and morality. These are called the droid's behavioral inhibitors.

For example, the most common restriction coded into a droid's memory is the notion that it cannot kill a sentient organic being or allow one to be killed by not informing it of a threat. (Battle droids, for example, have no such coding.) Droids are under similar strictures not to allow themselves to be destroyed, except when the only alternative is allowing a sentient, organic being to be destroyed. Droids are most often strictly forbidden to deliberately fabricate information or purposefully create an inconvenience for a sentient creature.

Of course, droids are also hardwired to obey the commands of their designated masters, even if their master changes from one minute to the next. And when a master's orders conflict with any of the droid's other behavioral inhibitors, the droid is required to inform its master immediately.

To some extent, the development of a personality enables droids to temporarily subvert these behavioral inhibitors, which is another reason why memory wipes and restraining bolts are so common. But some progressively minded masters actually encourage their droids to break their programming, trusting the droid's judgment to make independent decisions and not take advantage of the situation.

Droid Classification

For millennia, droids have been classified according to their overall purpose, and those classifications have given droid manufacturers guidelines for droid design. (Few have attempted to create true multipurpose droids. The design process is nightmarish, and the results are bizarre, to the point of being unmarketable.) The five classifications of droids roughly correspond to their complexity.

First-degree droids are effectively mobile computers. They are programmed to solve scientific problems quickly and accurately and put those solutions to effective use. These droids are most often found in roles relating to physics, mathematics, and medicine. Examples include the 2-1B Medical droid and the IT-O Interrogation droid.

Second-degree droids are most often found in the engineering and technical science fields. Like first-degree droids, their main function is solving complex equations specifically related to their field. They're generally equipped with appendages and control ports to allow them to interact with other machines. Examples include the ubiquitous WED Treadwell and the popular R2-series droids.

Third-degree droids are programmed to perform social services: translation, protocol, teaching, housekeeping, and secretarial work. Many are also programmed to act as complex-system controllers and are found in spaceports and emergency-services stations throughout the galaxy. The most widely recognized is the 3PO protocol droid, or in less reputable roles, the Robo-Bartender.

Fourth-degree droids are nearly all employed in security or military applications. They are generally quick, often strong, and not usually very intelligent, almost always requiring supervision for tasks outside their core programming (which rarely includes the usual prohibition on killing sentients). Classic examples include the Baktoid Combat Automata battle droid, the Arakyd Probot, and the E522 series assassin droid.

Fifth-degree droids are the common laborers of the galaxy—cheap, common, and in most cases, disposable. They are mainly employed for carrying heavy loads or performing repetitive tasks. Typical examples include the DUM series pit droid, the ASP series labor droid, and the J9 worker drone.

Rules

The following rules explain how droids work within the context of the game, particularly regarding how they accomplish tasks set before them, their strengths and weaknesses, and the various special rules that apply only to droids.

Droid Classes

Like *Star Wars* heroes, droids have a class of some kind, and so have scores for base attack bonus, base save bonuses, skill points, ability scores, feats, and wound points. In some rare cases, they also have class features and vitality points.

Nearly all droids belong to the Gamemaster classes of commoners and professional (see page 214). A very small number of droids belong to hero classes: generally scout or soldier, though fringer and scoundrel droids are possible. Noble droids are exceedingly rare. Force adept, Jedi consular, and Jedi guardian droids do not exist at all (because droids cannot gain Force feats or skills).

Also note that only droids of the thug, scout, or soldier class possess weapon group proficiencies.

Programming and Equipment

The usefulness of any given droid is a product of its programming and components. A droid's program represents its accumulated knowledge, skills, behavior, and sense of right and wrong. The physical construction of a droid enables it to perform its skills, express its knowledge, manifest its behavior, and otherwise act upon its programming.

Note that all droids are designed to be ambidextrous and ignore all penalties for using an off "hand." (Droid designers do not deliberately weaken their designs by making them favor one limb or the other.)

Since droids have skills and feats, just like a living character, one could even argue that the way a droid accomplishes a task is like a living being. But unlike living beings, a

droid's skills and feats can be deleted and replaced with a completely different set in as quickly as a few minutes. (See Droid Programs, page 286.) Over the course of its "lifetime," a droid may serve many functions, using skills one day that it does not even remember the next.

Note that a droid comes equipped with the language of its creator. Like organic beings, droids also gain languages based on their Intelligence modifiers.

Droid Processors

A droid cannot perform any functions at all without its processor—it is the droid's brain. A digitally encoded chip, sometimes only a micron across, contains all the basic information the droid needs to function: how to move its appendages, how to travel from place to place, what rules of behavior it must follow, and so on. This same processor enables the droid to react to situations not included in its programming. In essence, it tests all incoming data against this "core programming" and decides upon a response.

Effectively, a droid's processor can be expressed as its Intelligence score. Less intelligent droids take longer to determine acceptable responses to external stimuli. Low-intelligence droids tend therefore to be specialized in a single task that requires no deductive capability. High-intelligence droids are considerably more versatile. Obviously, the latter are more expensive.

Droid Chassis

Every droid is built on some sort of chassis, which determines its rough size and means of locomotion. The size categories for droids are the same as those for living creatures (from Diminutive to Colossal). Their means of locomotion, though, may have an impact on how various terrain affects their ability to move from place to place. Table 15–1: Droid Movement and Terrain summarizes the reduction to a droid's speed if it is forced to traverse rough terrain.

Walking droids are the most versatile of droids, having legs and feet that let them travel like bipeds, quadrupeds, and so on. The most common chassis for walking droids is the "humanoid" form.

Wheeled droids use one or more powered wheels to move and are generally designed for smooth surfaces. Wheeled droids cannot move up or down stairs.

Tracked droids are an improvement on the wheeled droid, having ridged treads that give them a bit more traction. Tracked droids cannot move up or down stairs.

Hovering droids use repulsorlift technology to fly slowly above the ground. While they are not hampered by most terrain, they are generally able to hover only 10 meters or less above the ground, and tend to be smaller to improve the efficiency of their repulsors.

Flying droids use actual engines of some kind to travel more or less wherever they please. They are the least hampered by terrain, but tend to be the most expensive.

Stationary droids do not move at all.

Table 15-1: Droid Movement and Terrain

Droid	Obstruction		Surface	
Type	*Moderate*	*Heavy*	*Bad*	*Very Bad*
Walking	×3/4	×1/2	×1/2	×1/4
Wheeled	×1/2	×1/4	×1/4	—
Tracked	×3/4	×1/2	×1/2	×1/4

Droid Appendages

Along with the question of mobility is the question of droid functionality. What are they constructed to do? The specific types of appendages a droid has determines how well it is able to touch, hold, lift, carry, push, pull, or place objects.

Very few droids have no actual manipulators. The bare minimum is some sort of probe, which can be used at best to push or pull objects. If used in combat, a probe inflicts 1 point of damage.

Instruments are a step up from simple probes. They may be designed to accomplish very specific tasks, but are otherwise only as good as probes. For example, a droid with a hypodermic syringe as its sole appendage can use the syringe for its intended purpose, but otherwise can only push objects with it. A few instruments are actually designed to clamp, and can thus

> "We seem to be made to **suffer.** It's our lot in life."
>
> —C-3PO

hold objects, but tend to be delicate. A droid using an instrument of this nature is only able to use 1/4 of its Strength score for handling objects. Used in combat, an instrument inflicts 1d2 points of damage.

Tool appendages (including weapon appendages) have a similar drawback, though they tend to be somewhat sturdier. The droid can use its full Strength to handle objects, but must make a Dexterity check against DC 15 to handle objects for which its tools were not designed. The Gamemaster might rule that particularly delicate objects require a higher DC. If the check fails, the droid drops the object. If the droid uses the tool in combat, it inflicts whatever damage the tool does—generally 1d4 points of damage.

Claws are an intermediate step between tools and true hands. While a droid can use its full Strength without requiring a Dexterity check, the droid's Dexterity is reduced to 1/4 for purposes of operating or manipulating the object. So, for example, while the droid could easily carry a blaster in its claw, it would have a great deal of difficulty firing it. Damage depends largely on the droid's size. Claws generally inflict 1d8 points of damage for Medium-size droids. Small or Tiny droids only deal 1d2 damage, while Gargantuan droids can inflict up to 2d10.

Droids with true hands are unusual, but not all that rare. The common 3PO series protocol droids, for example, are almost always equipped with hands. Droids with hands suffer no particular penalties for handling objects. A droid is considered to have a true "hand" if its gripping appendage includes at least three digits, one of which is opposable. A droid's hand inflicts 1d6 points of damage.

Droid Limitations

Droids can do a great many things that organic creatures can, but not everything. Most droids come equipped with only audio and video sensors, and have no sense of smell, taste, or touch. Droids do not breathe, eat, or excrete.

Also, certain abilities require living beings. Being inorganic, droids have no connection to the Force. They can never acquire Force feats, Force skills, or even Force Points. By the same token, droids are largely unaffected by the Force. Only certain Force skills and Force feats can actively affect a droid. In general, Force, Sense, or Control abilities have no effect on droids, and only the following Alter abilities can actively affect them:

Table 15-2: Droids and the Force

Force Skills Affecting Droids:
Force Push
Move Object
Force Feats Affecting Droids:
Force Lightning
Force Whirlwind

Note that droids do not somehow "distort" or block other Force abilities. Sense will still register a destroyer droid preparing to attack. Enhance Ability can allow a character to be stronger or faster than a droid.

Using Skills

Droids are not generally good at improvising. A droid can attempt ability checks, but it can only attempt skill checks for which it has the skill. All skills are considered not usable untrained by droids, with the exception of the skills listed in Table 15-3. However, droids can be taught new skills (see Droid Programs, page 286).

For example, a droid with the Pilot skill has software that enables it to operate vehicles (provided it has the appropriate connection to the vehicle's controls). But if the same droid has its memory wiped, it cannot "guess" at how to start, stop, or otherwise operate the vehicle. It is not allowed to make an untrained Dexterity check; it does not understand how the controls work. At best, a droid can go through the motions, but it is not allowed to attempt the check.

There are a few skills that are part of all droids' core programming—basically, the skills that let a droid perceive its environment and move from place to place without falling over. Droids are allowed to use the following skills untrained.

Table 15-3: Skills Usable Untrained by Droids

Balance
Climb
Jump
Listen
Search
Spot

Vitality and Wounds

Because the majority of droids belong to Gamemaster classes, they do not have vitality points, only wound points. All damage physically disables these droids in some way, and it does not take much damage to cause one to shut down completely.

There are exceptions, however. Any droid with a hero class would have vitality points, as would any droid that takes the Quickness feat. As with heroes, a droid's vitality represents its ability to withstand or avoid damage. Droids recover lost vitality in the same manner characters do.

Droid Repair

Because droids are mechanical constructs, they can only regain lost wound points through the use of the Repair skill. Anyone with the Repair skill—including another droid, or the wounded droid itself—can use it in much the same way as one uses the Treat Injury skill on living beings.

Table 15-4: Droid Repair Checks

Task	DC
Shutdown	10
Rebuild	15
Oil bath	10
Maintenance	See text
Refurbish	15

Shutdown: If a droid has lost all of its wound points, some of its internal systems may still be trying to operate, inadvertently inflicting more damage to the droid. With a

Table 15-5: Droid Ailments

Condition	Type	Incubation	Initial Damage	Secondary Damage
Rust	Neglect (DC 12)	1d4 days	1d2 Dex	1d2 Dex 1d2 Con 1d2 Str
Droid rot	Exposure (DC 15)	2d6 days	1d4 Int	1d2 Int 1d2 Cha
Corruption	Stress (Int, DC 15)	Immediate	1d6 Int	1d2 Int
Disrepair	Stress (DC 12)	1d6 weeks	1d4 Con	1 Con

successful Repair check (DC 10), the droid can be shut down, becoming completely inert. This does not restore any of the droid's lost wound points. (Shutting down an unwilling droid—in combat, for example—requires a successful touch attack.)

Rebuild: With the appropriate parts and a successful Repair check (DC 15), the droid recovers 1 wound point. The attempt requires 1 hour.

Oil Bath: Using an oil bath to lubricate the droid's internal components restores 1d4 Dexterity points lost due to rust, dust, sand, or similar gritlike particles that impair a droid's mobility. With a successful Repair check (DC 10), the droid can get the most out of the process, recovering an additional 1d4 lost Dexterity points (for a total of 2d4).

Maintenance: Droids suffer from unique, machine-related ailments. Certain microorganisms prey on a droid's internal components, breaking them down, or at least creating hazardous conditions due to bare wires and such. Rust is also a problem with many models of droids. In essence, these are diseases that affect only droids. Whenever a droid is required to attempt a skill check against the effects of the condition, the droid can use the result of the Repair check instead.

Refurbish: If, through lack of proper maintenance and cleaning, a droid has lost points from its ability scores, a character can replace damaged components with new components—in effect, healing the droid. A successful Repair check (DC 15) restores 1 point of lost ability score. The check can be attempted once per day.

> "Yes, I'm sure it's perfectly safe for droids."
> —Luke Skywalker

Droid Maintenance

Although droids age, they do not suffer the effects of aging the same way living beings do. Properly maintained, a droid's parts can last centuries with no appreciable loss in performance. However, there are some unfortunate conditions that can plague a droid that is not properly maintained. Essentially, these are diseases that only droids can contract.

Droids contract these ailments in one of three ways: neglect (improper maintenance), exposure (to microorganisms that attack droid components), and stress (being pushed beyond their normal limits). When a droid is first subjected to one of these conditions, it must attempt either a Fortitude saving throw (in the case of rust, droid rot, and disrepair), or an Intelligence check (in the case of corruption).

If the check is successful, the droid has come through unscathed. If the check fails, the droid suffers the indicated damage after the incubation period has elapsed. Once per day afterward, the droid must attempt the skill check again or suffer secondary damage. Two successful saves in a row indicate that the condition has run its course, and the droid will suffer no new damage from the same incidence. Note that the droid does not "recover" this damage without a character using the Repair skill on the droid.

Type: The condition's method of delivery—neglect, exposure, or stress—and the DC needed to save.

Incubation: The amount of time before initial damage begins.

Initial Damage: The damage the droid suffers after the incubation period upon failing its skill check against this type of condition. Ability score damage with droids is always permanent, requiring the Repair skill to correct.

Secondary Damage: The amount of damage the droid suffers one day after contracting the ailment if it fails a second skill check. This damage is suffered each day the skill check fails.

Descriptions: The nature of various droid ailments are discussed below.

Rust: Some metal components on a droid are susceptible to corrosion. Rust results when a droid is exposed to damp or wet conditions and not properly dried afterward. Proper drying requires a Repair check (DC 5), conducted any time before the incubation period is over.

Droid Rot: The circuitry of a droid can break down for a variety of reasons, including extreme heat, corrosive atmosphere, and even certain microorganisms.

Corruption: When a droid is forced to process information too quickly, or in too large an amount, its programming suffers. If a droid fails an Intelligence check by 20 or more, some of its files become overwritten with extraneous information, and the droid's response time drops dramatically.

Disrepair: If a droid is left only partially repaired (not restored to full wounds) for too long, loose parts inside can become completely detached and cause even more damage as they bounce around.

Effects of Environment

Droids also react differently than living beings to certain environmental conditions. Obviously, one of the purposes of droids is sparing their owners from dangerous environments. Many conditions that would impair or even kill an organic creature hardly faze a droid.

In general, a droid suffers the same kind of penalties a living being does under various environmental conditions. Obvious exceptions are as outlined below:

Water: Whereas most living creatures are watertight, few

"SPEAK BINARY"

Nearly all droids are programmed to understand a binary computer language used by most computers and intelligent machines. The simple version of this is a Speak Language skill called "Speak Binary." With it, droids can communicate with computers and each other.

Obviously, some droids can understand additional languages as well—most droids in the galaxy are programmed with Speak Basic, even if they cannot actually speak it. And, of course, some living beings learn to interpret the binary language of droids, even if they cannot themselves speak an approximation of it.

droids are. When a droid is exposed to large amounts of water, it needs to be properly dried before its metal components begin to rust. (See Droid Maintenance, above.)

Dust/Sand: Unless a droid has been sealed against such environments, dust and grit in its delicate working parts can severely impair its performance. As soon as an unsealed droid has been exposed to a large quantity of dust, sand, or similar particles, it loses 1d4 points of Dexterity. These can be restored with a good cleaning (Repair, DC 10) or an oil bath (see Droid Repair, above).

Vacuum: A droid is unaffected by vacuum.

Modifying Droids

A droid can be modified to carry additional equipment simply by attaching it to the droid's chassis at some point and connecting the new component to the droid's motivator. Of course, adding equipment increases the droid's overall weight. Droids suffer from encumbrance penalties the same way characters do: They slow down. Adding an extra piece of equipment to a droid, or replacing one piece for a completely different one, requires a Repair check—as well as the parts.

The most common modifications include upgrading the droid with newer and better parts and programs. The DC for the Repair check is 15 for any equipment or program specifically designed for the droid model, or 25 for a different model (a 3PO translator unit on a pit droid, for example).

Adding equipment not specifically designed for droids is a bit more problematic. For example, replacing a protocol droid's right arm with a vibroaxe would be extremely difficult. The DC for the Repair check in such cases is 30.

Additional equipment is most often external, because the droid's internal workings are usually not large enough to accommodate more parts. If a droid's owner wishes to add more *internal* equipment, the DC of the Repair check increases by +1 for each kilogram of new equipment to be added. If the check fails, the droid mechanic can find no way to install the equipment on the droid without performing a major restructuring of the droid's internal workings.

Droid Programs

With the new equipment successfully installed, all that remains is to "teach" the droid how to use it by installing the appropriate program. Obviously, in the case of upgrades, the droid most likely already has the appropriate information stored in its memory. Changing a repair droid's tools does not leave it attempting to wield a screwdriver like a welding torch—the proper use of both tools is covered under the Repair skill.

When a droid is activated for the very first time, it has stored in its memory only those programs that are required to meet its factory specifications. This means that many of its skill points have not yet been spent, and many of its feat slots have not been filled—the factory leaves these for the new owner to customize to his or her own tastes.

Spending these skill points is as simple as demonstrating or explaining to the droid what is required of it. If the character demonstrating the skill makes a successful skill check using the appropriate skill (with a DC equal to 30 minus the droid's Intelligence score), the droid immediately acquires 1 rank in the appropriate skill. This process can be repeated until the droid has achieved as many ranks in the skill as its level allows, or the instructor's ranks, whichever is lower.

More complex programs—such as Intelligence- or Wisdom-based skills—require programming. Prepackaged programs cost 100 credits for each skill rank the program confers, and of course, can only provide as many skill ranks as the droid can have in the skill. (A standard astromech droid, for example, can have Treat Injury programmed into it, up to rank 7.) A prepackaged program can be installed in a droid with a Computer Use check (DC 5). Creating a program to install on a droid is explained under the Computer Use skill, page 72.

Reprogramming

The process for "overwriting" an old skill is somewhat different. The droid's owner has two choices: a memory wipe or reprogramming. The obvious disadvantage to the former is that *all* of the droid's stored skills are erased, with the exception of its core programming, which is hardwired to its processor. In effect, the droid is restored to its factory settings, retaining only those skills and feats that the most basic model of its kind has (see the sample droids below).

Reprogramming requires a Computer Use check, with a DC equal to 10 + the droid's Intelligence score. For each point by which the skill check succeeds, the character may overwrite up to 1 skill point in any of the droid's skills, replacing them with 1 skill point in the new skill. (Remember that cross-class skills cost 2 skill points per rank.)

Attempting to reprogram a droid in this fashion requires 5 minutes of work per skill point the character wishes to overwrite. (For example, replacing a thug droid's 4 ranks in Intimidate with 2 ranks of Pilot would require 20 minutes of work.) Obviously, reprogramming cannot be accomplished in the midst of combat.

Droid Accessories

The pieces of physical equipment that allow a droid to perform and respond are literally components attached to the droid in some fashion. These parts are largely interchangeable, but equipment is tied closely with programming: A new piece of equipment is useless to a droid if it does not know how to use it.

Most of a droid's factory-installed equipment is designed to fit inside the droid for two reasons. First, it's more

aesthetic. Second, since droids almost never have a sense of touch, anything protruding from a droid's body runs the risk of catching on external objects, potentially damaging the droid (or embarrassing its owner).

Restraining Bolt

Probably the most common piece of droid equipment available, the restraining bolt turns off a droid's motor impulse without actually shutting the droid down. It is activated with a handheld device called a "droid caller." (The caller is named after its primary function of overriding the droid's motor function and impelling it toward the caller for as long as the device is activated.)

Restraining bolts must be secured to specific locations on droids; they cannot simply be "slapped on" and still be functional. Attaching a restraining bolt is a full-round action.

Armor

Droids can be fitted with armor, much the same way living beings can. Armor costs the same for a droid as it does for a hero, providing the same bonuses and penalties. Droid armor and the armor of living beings is not interchangeable, however, without a Repair check (DC 15 + armor's Defense bonus).

Locked Access

Most droids have an accessible shutdown switch, enabling them to be deactivated with a move action (or an attack action in combat). A droid with locked access has its shutdown switch secured or located internally, preventing it from being shut off by an opponent. Access is gained either by having a code or key, or by restraining the droid in question long enough to use Disable Device (DC 25).

Remote Processor

The droid's processor is not located in or on the droid itself; the droid is actually a drone for a remote processor. The processor is equipped with a transmitter that allows a droid equipped with the appropriate remote receiver to operate up to 5 km distant (for the least expensive model) to as much as 5000 km (for the most expensive model). The drawback of the remote processor is that the droid does not act as quickly as a droid with an internal processor. All of the droid's skill checks take twice as long, and the droid suffers a –2 penalty on initiative checks in combat.

Heuristic Processor

This processor allows a droid to learn by doing, usually without instruction. The droid is able to reason through several potential solutions to tasks and formulate the best approach to take. If heroes can use a skill untrained, a droid with a heuristic processor can also use that skill untrained.

Improved Sensor Package

The standard droid sensor package allows the droid to see and hear to one degree or another, but generally never better than the ranges of the average Human. An upgraded sensor package improves the droid's sensors with broad-spectrum receptors, allowing the droid to see and hear better than ordinary living beings. A droid with an improved sensor package gains a +2 bonus on all its Listen, Search, and Spot checks.

Infrared Vision

The droid's visual sensors include infrared capability, allowing it to see in the dark up to 30 meters. This vision cannot perceive color, but is otherwise like normal sight. The droid can function, therefore, with no light at all.

Low-Light Vision

The droid's visual sensors include low-light capability, allowing the droid to see twice as far as a Human in dim light (such as moonlight or underwater). The droid retains the ability to distinguish color and detail under these conditions.

Telescopic Vision

The droid's visual sensors include long-range capability, allowing the droid to see better at range than a Human could. The droid suffers a –1 penalty per 40 meters of distance, rather than the usual 4 meters, when attempting Spot checks.

360° Vision

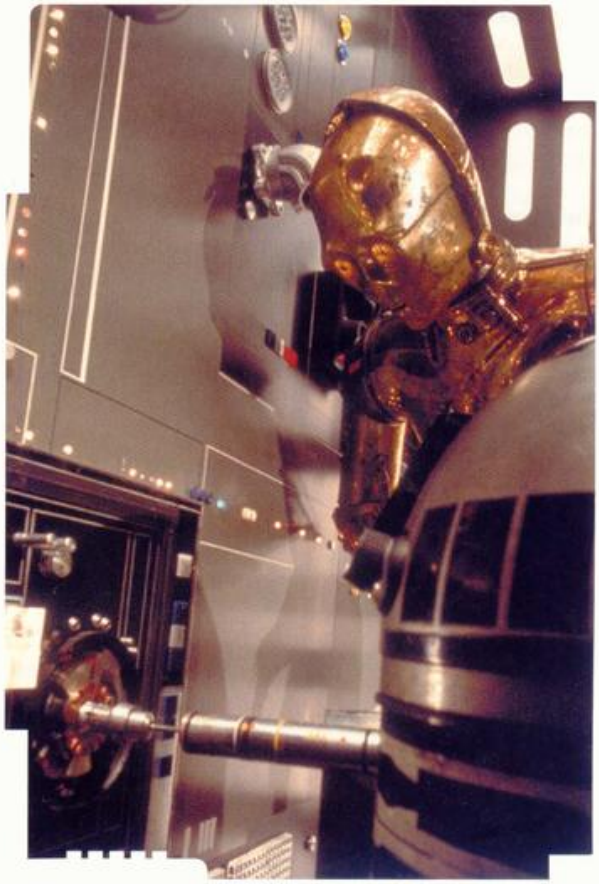
The droid can see in all directions at once, gaining a +2 equipment bonus on Spot checks for determining surprise.

Motion Sensors

Motion sensors give a droid a +2 equipment bonus on Spot checks.

Sonic Sensors

Sonic sensors give a droid a +2 equipment bonus on Listen checks.



Diagnostics Package
While some repair droids are not equipped to perform actual repairs, they *are* equipped to perform diagnostics, either as an aid to a technician or as a general safety feature. The diagnostic package allows a droid to gain a +4 equipment bonus on Repair checks to diagnose problems.

Vocabulator
The droid is equipped with a speaker that enables it to emulate organic speech, rather than simply machine code. This equipment is considered standard if the droid has the Speak Language skill; it is presented here for those who wish to modify droids to speak in a language easily understood by organic beings. Droids with Speak Language skill(s) that have no vocabulator can only understand the language.

Comlink
The droid is equipped with an integrated comlink system.

Translator Unit
The droid is equipped with a communication unit, allowing it to understand and convey information in a variety of languages, including nonverbal ones. When the droid experiences a form of communication for the first time, it may attempt an Intelligence check to determine if it can identify and understand the language in use. The DC for the check is based on the translator unit's database, with the better units having a lower DC.

Recording Unit
The droid is equipped with either a visual or aural recorder with a playback feature. The droid can record up to 5 total minutes' worth of material and play it back whenever desired. Any portion of the recorded material can be erased or overwritten by the droid whenever necessary. The material can be edited with a successful Computer Use check (DC 15).

Telescopic Appendage
The droid has an appendage that reaches farther from its body than normal. A telescopic appendage on a droid can extend up to 2 meters away from the droid.

Tool Mount
The droid is equipped with one or more appendages that have tools attached. The cost of the tool (or set of tools) is added onto the cost of this equipment.

Weapon Mount
The droid is equipped with an appendage that has a weapon attached. The cost of the weapon is added to the cost of this equipment.

Self-Destruct System
To prevent capture and analysis, the droid comes equipped with a powerful explosive. The charge destroys the droid from within (inflicting 6d6 points of damage directly to the droid's wounds), and the resulting explosion inflicts a further 2d6 points of damage on anyone within 4 meters of the droid. Most droids with a self-destruct system are programmed to detonate when conditions specified by the owner are met. Particularly vicious owners sometimes command their droids to self-destruct when they come within 2 meters of a specific subject—thus acting as a kind of "homing bomb."

Table 15-6: Droid Accessories

Equipment	Cost	Weight
Restraining bolt	5	0.1 kg
Droid caller	10	0.2 kg
Armor	Varies	Varies
Locked access	50	0.5 kg
Remote processor (5-km range)	1,000	10 kg
Remote processor (50-km range)	10,000	100 kg
Remote processor (500-km range)	100,000	1,000 kg
Remote processor (5,000-km range)	1,000,000	10,000 kg
Remote receiver	50	1 kg
Heuristic processor	2,000	5 kg
Improved sensor package	200	2.5 kg
Infrared vision	150	1.5 kg
Low-Light vision	200	2.0 kg
Telescopic vision	100	1.5 kg
360° vision	200	1 kg
Motion sensors	100	1 kg
Sonic sensors	100	1 kg
Diagnostics package	250	4 kg
Vocabulator	50	0.5 kg
Comlink	250	0.1 kg
Translator unit (DC 30)	50	Negligible
Translator unit (DC 25)	150	0.5 kg
Translator unit (DC 20)	300	1 kg
Translator unit (DC 15)	500	2 kg
Translator unit (DC 10)	750	4 kg
Translator unit (DC 5)	1,000	8 kg
Recording unit (audio)	100	2 kg
Recording unit (video)	250	5 kg
Recording unit (holo)	400	5 kg
Telescopic appendage	25	2 kg
Tool mount	10	0.2 kg
Weapon mount	30	1 kg
Self-Destruct system	250	5 kg
Internal storage (per kilogram)	50	n/a
Environmental compensation	100	4 kg
Magnetic feet	80	5 kg
Rust inhibitor	40	Negligible
Shields (DR 5)	1,000	10 kg
Shields (DR 10)	2,000	20 kg
Shields (DR 15)	3,000	30 kg

Internal Storage
The droid has a certain amount of wasted space in its chassis, allowing for the addition of more internal components, or simply for carrying items. For each 50 credits spent on internal storage, the droid can carry an additional 1 kg of material or equipment, and the penalty for adding new equipment is reduced by 1 (see Modifying Droids, page 286).

Environmental Compensation
The droid is adapted for an unusual environment, such as heat, cold, dust, or water. It is unaffected by the environment in question.

Magnetic Feet
A fair number of astromech droids are required to work on the hulls of starships while they are in space. As a result, they are fitted with electromagnetic grippers in their "feet," enabling them to cling to nearly any ship's hull, even when the ship is moving at high speed.

Rust Inhibitor
The droid's metal parts have been coated with lubricants and sealants to prevent oxidation and corrosion. The droid gains a +2 bonus on Fortitude saving throws to resist the effects of rust.

Shields
The droid is fitted with a deflector shield generator—the same type mounted on starships. Shields grant damage reduction to droids. Whenever the droid suffers damage, the damage reduction rating is subtracted from the total.

Very rarely are shield generators mounted on droids, due to the astronomical costs involved. Note that any ranged weapons mounted on the droid must extend outside the shield to be able to fire effectively.

Sample Droids
Below are some sample droids, presented in their "fresh from the factory" condition.

First-Degree Droids

Medical Droid
Programmed by some of the finest medical minds in the galaxy, Industrial Automaton's 2-1B series was the first commercially successful surgical droid. Previous models suffered from an inability to process unexpected variables during procedures or foresee resulting complications. Although their patient loss rate was no higher than the average organic surgeon's, prospective patients suffered from a distinct lack of confidence in surgical droids.

The 2-1B corrected all of that. Designed by the now-defunct Geentech corporation and manufactured by Industrial Automaton, the droid's medical knowledge matrices were fine-tuned at the State Medical Academy on Rhinnal. Being tended by a 2-1B is much like having the finest physicians in the galaxy standing by to assist. In addition, each 2-1B is equipped with a computer interface socket and tether; what it doesn't know about a patient's species or medical history, it can download from any medical mainframe in the course of a few moments.

The 2-1B's servogrip pincer "hands" are precision-engineered for smooth, steady action, more so than any organic physician's could ever be. And the 2-1B is incapable of "forgetting" important surgical data in mid-operation or suffering an attack of nerves—or self-doubt, should it ever lose a patient. The 2-1B is a tremendous leap forward from the more common MD series and the practically archaic FX medical assistant droid.

The core programming of 2-1B surgical droids includes what is commonly called the "physician's code." This prevents the droid from refusing medical aid to any being (unless specifically ordered otherwise by an authorized operator), as well as preventing it from deliberately inflicting harm to an organic creature (except as defined by extensive guidelines for saving a life). This includes a stricture against engaging in combat.

2-1B Medical Droid

The additional storage in the 2-1B's memory is designed to contain more detailed patient information and accommodate any specialized use the owner may feel is necessary. Common modifications of 2-1Bs include neurosurgery, cybernetics, xenobiology, pathology, and forensics.

2-1B Series: Walking medical droid, Expert 2; Init +4 (Dex); Defense 14 (+4 Dex); Spd 8m; VP/WP –/10; Atk +1 melee (1d4, hand), +5 ranged; SV Fort +0, Ref +4, Will +5; SZ M; Rep 0; Str 10, Dex 18, Con 10, Int 14, Wis 19, Cha 8. Challenge Code: A.

Equipment: Heuristic processor, improved sensor package.

Skills: Computer Use +5, Knowledge (biology) +5, Knowledge (chemistry) +5, Profession (doctor) +5, Speak Basic, Treat Injury +5.

Unspent Skill Points: 14.

Feats: Skill Emphasis (Treat Injury).

Cost: 4,300 credits.

Interrogation Droid
The Empire survives because it keeps abreast of dissension within and plots against Imperial authority. When the Imperial Security Bureau cannot pay someone inside an anti-Empire conspiracy to inform, cruder methods must be used. The IT-O Interrogator droid is the most efficient and brutal option.

A half-meter sphere of sinister gleaming black durite, the IT-O is based on a heavily modified medical processor—one reprogrammed at the core to ignore suffering—and loaded with instruments of pain. The IT-O only has one use for its medical knowledge: keeping its victims alive and conscious. Even the most advanced interrogator droid cannot question the dead.

Among the IT-O's instruments are a laser scalpel, power shears, a sonic warbler, an electroshock probe, and an frighteningly long hypodermic syringe, which can be filled from internal reservoirs with a variety of truth agents and stimulants. And though the droid is equipped with a vocabulator and speaks Basic, it is actually programmed *not* to speak in the presence of its subject. The Imperial Security Bureau believes that the sight of an IT-O hovering in stony silence reinforces the subject's belief that pleading is pointless. Confession is clearly the best way to avoid further suffering.

Still, the reputation of the IT-O—even though few have survived its questioning intact—is such that the mere *presence* of a unit in the interrogation room can facilitate a full confession. The IT-O is actually best used for intimidation purposes first, taking advantage of its diagnostic sensors to determine how truthful a subject is being.

IT-O Series: Hovering interrogation droid, Expert 3; Init –1 (Dex); Defense 10 (+1 size, –1 Dex); Spd 6m; VP/WP –/8; Atk +3 melee (1d3–1, claw) or +3 melee (2d6, power shears) or +3 melee (2d4, laser scalpel) or +3 melee (1d2, hypodermic needle) or +3 melee (2d6, electroshock probe), +3 ranged; SV Fort +0, Ref +0, Will +6; SZ S; Rep 0; Str 6, Dex 8, Con 8, Int 10, Wis 14, Cha 14. Challenge Code: B.

Equipment: Sonic torture device, electroshock probe, syringe, tool mounts (×3), telescopic appendage, recording unit (video), locked access.

Skills: Intimidate +6, Knowledge (biology) +5, Knowledge (chemistry) +6, Knowledge (psychology) +6, Sense Motive +6, Speak Basic, Treat Injury +6.

Unspent Skill Points: 0.

Feats: Infamy, Skill Emphasis (Sense Motive).

Cost: Restricted to Imperial use only.

Second-Degree Droids

Astromech

The R2 astromech is Industrial Automaton's most successful series of diagnostic/repair droids, largely due to the compact design that enabled it (unlike its predecessors) to fit *precisely* into the astromech sockets of starfighters.

ASTROMECH DROIDS

Previous models had been designed for larger starships, and fitting them into a starfighter typically required modifying either the droid or the ship. Now all of the most complex astrogation, flight data, technical diagnosis, and power management tasks can be performed more or less automatically, freeing hotshot fighter pilots to concentrate on staying alive.

Perhaps the most impressive feature of the R2 astromech droid is its versatility, considering its size. R2s boast an overwhelming array of tools and sensors, all tucked away behind various access panels, keeping the housing largely free of obstructions. Industrial Automaton's designers even found a way to include "wasted space" in the chassis, allowing internal storage, easy upgrades, and modifications. Even the four standard appendages (two manipulator arms, an electric arc welder, and a circular saw) are designed to be quickly and easily switched out with any of several dozen specialty arms available from IA. The two "empty slots" made for adding extra arms (at an additional price) are typically filled with a lubricant sprayer and a computer interface probe.

With such a dizzying array of useful features, the R2 unit quickly became a fixture in repair bays and aboard starships throughout the Republic. Successive models met various specialized needs, but the initial charm of the R2 is still going strong, even decades after its introduction. Part of its popularity can be attributed to the droid's programmed *helpfulness*: The R2 lives to serve. And because the droids are quick-witted, sincere, and often insightful, many owners are reluctant to have their memories wiped, resulting in headstrong, independent astromech droids. But even then, many owners appreciate the candor of their R2 units, making it even *more* unlikely that they will wipe their droid's memory. Over time, some R2s come to be "just part of the family."

R2 Series: Tracked astromech droid, Expert 4; Init +2 (Dex); Defense 13 (+1 size, +2 Dex); Spd 8m; VP/WP –/14; Atk +3 melee (1d3, claw) or +3 melee (2d6, saw) or +3 melee (2d6, arc welder); or +3 ranged; SV Fort +3, Ref +3, Will +5; SZ S; Rep 1; Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 11. Challenge Code: B.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (×4), telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg), fire extinguisher.

Skills: Astrogate +7, Computer Use +7, Disable Device +7, Knowledge (astronomy) +7, Pilot +7, Read/Write Basic, Repair +7, Speak Basic (understand only), Spot +3.

Unspent Skill Points: 20.

Feats: Skill Focus (Astrogate), Skill Emphasis (Repair).

Cost: 3,500 credits.

Repair Droid

The sturdy Cybot Galactica WED Treadwell is a perennial bestseller, largely because it is cheap and durable. With two wide treads and a low center of gravity, it is also reliable, in that it rarely falls over and damages its delicate tool appendages.

On the other hand, the Treadwell is stupid. It regularly makes basic errors—such as grasping live electrical conduits—and it isn't bright enough to realize it has

snagged one of its limbs until after the limb breaks off. Still, Treadwells are incredibly simple to repair, with simple, step-by-step instructions available in an onboard manual (conferring a +5 equipment bonus on Repair checks).

Finding replacement limbs for all varieties of this droid is extremely easy. Further to the point, the couplings are made deliberately simple to connect (conferring a +10 bonus on Repair checks to install new arms). While detractors complain that the Treadwells shouldn't break down as often as they do, it is difficult to argue that the owner isn't getting what he paid for.

WED Series: Tracked repair droid, Expert 1; Init +1 (Dex); Defense 11 (+1 Dex); Spd 8m; VP/WP –/13; Atk +0 melee (1d4, tool) or +0 melee (2d6, cutting torch), +0 ranged; SV Fort +1, Ref +1, Will +1; SZ S; Rep 0; Str 10, Dex 13, Con 13, Int 8, Wis 8, Cha 6. Challenge Code: A.

Equipment: Tool mounts (×6), microbinoculars, telescopic appendage, vocabulator.

Skills: Balance +2, Disable Device +3, Knowledge (electronics) +4, Repair +4, Search +2, Speak Basic.

Unspent Skill Points: 0.

Feats: Skill Emphasis (Search).

Cost: 3,000 credits.

Third-Degree Droids

Protocol Droid

The galaxy is a big place, full of alien species who cannot understand each others' languages, let alone their customs. Cybot Galactica shrewdly saw this as an opportunity, and now produces the most common and indispensable diplomatic tool anywhere: the 3PO protocol droid.

Protocol Droid

Supplied with a SyntheTech AA-1 Verbobrain, the 3PO is capable of storing huge amounts of information, enabling it to understand over six million forms of communication and respond in nearly all of them. (It obviously has physical limitations that do not allow it to reproduce the subtle body languages of a great many alien beings.) It also has a tremendous capacity for analyzing previously unknown languages and translating them into whatever language its master desires. The 3PO even includes an olfactory sensor for translating pheromonal communication. The 3PO's additional memory storage is generally used to keep specific communication modes in active memory, avoiding lengthy delays in searching for linguistic information in mid-translation.

The droid's vocabulator allows it to reproduce sounds faithfully, making it a useful recording device. Perhaps the 3PO's only drawback is that its Verbobrain is so advanced that the droid is prone to developing personality and even emotion. Cybot Galactica has partially corrected this problem by installing creativity dampers (to prevent "embellished" translations), but most 3PO owners find they rather like the congenial personalities their droids develop.

Still, Cybot Galactica recommends frequent memory wipes to eradicate undesired quirks, and each 3PO comes with a factory-installed restraining bolt mount. They are also programmed for passive behavior—a 3PO droid never attacks, under any circumstances. If the droid proves to be a problem, the 3PO's shutdown switch is conveniently located at the back of its neck.

Built to resemble humanoids, 3POs come in a wide variety of colors, metallic gold and silver being the most common. With so much of this coating, however, the 3PO can be prone to corrosion—suffering a –2 penalty to saving throws made to resist rust.

3PO Series: Walking protocol droid, Diplomat 1; Init +0; Defense 11 (+1 armor); Spd 8m; VP/WP –/13; Atk +0 melee (1d6, hand), +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; Rep 0; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 10. Challenge Code: A.

Equipment: Translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Computer Use +4, Diplomacy +4, Knowledge (security codes) +4, Knowledge (etiquette) +4, Speak Basic.

Unspent Skill Points: 11.

Feats: Skill Emphasis (Diplomacy).

Cost: 2,500 credits.

Translator Droid

For those who cannot afford a protocol droid, there is the translator droid—a repulsorlift-driven interpreter skilled in speaking the owner's language and a handful of languages specified by the owner. It lacks the full translator package of the 3PO series, but its facility with even just a few languages ensures that those who spend a great deal of time in alien cultures do not find themselves unable to communicate.

Like 3PO protocol droids, translator droids are equipped with a computer interface port and a convenient shutdown switch. Cybot Galactica manufactures the M-TD series, based on a similar design developed—but not trademarked—by a private citizen.

M-TD Series: Hovering translator droid, Diplomat 1; Init +0; Defense 10; Spd 10m; VP/WP –/5; Atk +0 melee, +0 ranged; SV Fort –3, Ref +0, Will +2; SZ T; Rep 0; Str 4, Dex 10, Con 5, Int 18, Wis 10, Cha 6. Challenge Code: A.

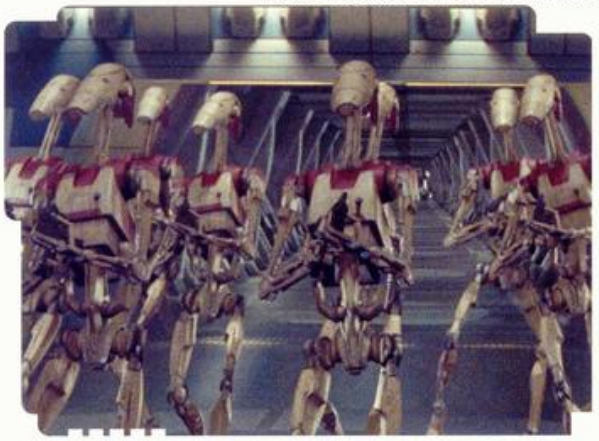
Equipment: Vocabulator.

Skills: Computer Use +4, Knowledge (etiquette) +4, Speak Basic.

Unspent Skill Points: 23.

Feats: Skill Emphasis (Knowledge: etiquette).

Cost: 1,200 credits.



TRADE FEDERATION BATTLE DROIDS

Fourth-Degree Droids

Battle Droid

Frail but deadly, the Baktoid Combat Automata's battle droid is essentially a metal skeleton with a blaster. Built specifically to the Trade Federation's specifications, battle droids are designed to resemble desiccated Neimoidian corpses. Most intelligent beings regard them as startling, but Neimoidians see their battle droids as positively ghoulish.

At the time of the blockade of Naboo, battle droids are only manufactured for the Trade Federation. Attempting to keep costs down, the Federation requested that the droids be simply drones, controlled by a remote processor. The Central Control Computer actually operates several thousand battle droids, droidekas ("destroyer droids"), and droid starfighters all at once, communicating with them via comm units, transmission antennae, and encryption computers—making for a control signal that is nearly impossible to jam (Computer Use, DC 40).

The chief drawbacks of battle droids are their poor targeting capabilities and their cheap construction. The Trade Federation sees the latter as an advantage, however. Damaged droids can be more easily salvaged for parts if they don't have to be disintegrated to stop them.

Neimoidian Series: Walking military droid, Thug 1; Init –3 (–2 remote processor, –1 Dex); Defense 12 (+3 armor, –1 Dex); Spd 10m; VP/WP –/8; Atk +2 melee (1d6+1, hand), +0 ranged (2d8, blaster rifle); SV Fort +1, Ref –1, Will –1; SZ M; Rep 0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6. Challenge Code: A.

Equipment: Blaster rifle, integrated comlink, remote receiver (5,000 km range), armor, vocabulator.

Skills: Speak Basic.

Unspent Skill Points: 0.

Feats: Weapon Group Proficiency (blaster rifles).

Cost: 800 credits.

Destroyer Droid

Designed and built by the insectoid denizens of Colla IV, destroyer droids reflect the savage ferocity of their makers. Colicoids are aggressive cannibals, which makes it hardly surprising that a destroyer droid can chew through armored troops so easily. The destroyers in use by the Trade Federation were purchased with fifty bargeloads of exotic meats.

The colloquial word "droideka" is a Colicoid invention, combining the word "droid" with a native suffix meaning "drone." The Colicoids actually think of it as a derogatory term, because Trade Federation Viceroy Nute Gunray—not trusting the vicious Colicoids entirely—insisted that the destroyer droids be operated via the Trade Federation's Central Control Computers. The Colicoids prefer an independent version.

The main propulsion method of destroyer droids is a micro-repulsor-assisted "wheel mode" that allows a destroyer droid to fold itself up into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, destroyer droids are considerably more ponderous when forced to stand on their three "feet."

Destroyer droids possess no gripping appendages, but include two heavy repeating blasters that can lay down a devastating barrage. To augment its bronzium armor shell, a destroyer droid also comes equipped with a deflector shield generator, similar to those found on starfighters. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a minireactor.

The destroyer droids used on Naboo are the largest contingent of the monsters in one place at one time. Arms dealers periodically visit Colla IV to purchase small lots—usually one or two destroyers—and sell them for vastly inflated prices on the black market. Most beings who would find a use for a destroyer droid have little difficulty weighing the exorbitant prices against the risk of personally purchasing one from a race of remorseless, bloodthirsty, cannibalistic insects the size of Wookiees.

Droideka Series: Wheeled/walking military droid, Thug 12; Init –1 (–2 remote processor, +1 Dex); Defense 16 (+5 armor, +1 Dex); Spd 4m, wheel mode 25m; VP/WP –/15; Atk +13/+8/+3 melee (1d4+1, appendage), +13/+8/+3 ranged (3d8, crit 19–20, heavy repeating blaster); SQ DR 15; SV Fort +10, Ref +5, Will +3; SZ M; Rep 3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6. Challenge Code: F.

Equipment: Two heavy repeating blasters, armor, shields, remote processor (500 km range).

Skills: Listen +4, Speak Basic, Spot +6.

Unspent Skill Points: 1.

Feats: Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (repeating blasters).

Cost: 9,000 credits.

TRADE FEDERATION DESTROYER DROID

DESTROYER DROIDS & AUTOFIRE

The default attack mode for a destroyer droid is to lay down a hail of fire until the target stops moving. This is why destroyer droids have so many feats relating to using their weapons.

But those numbers may be a bit daunting to calculate each round. Presented below are the total number of attacks, by bonus, for a destroyer droid using the Multishot feat, with and without the Rapid Shot feat:

	First Blaster	Second Blaster
Multishot	+7/+7/+7/+2/–3	+7/+2
w/Rapid Shot	+5/+5/+5/+5/+0/–5	+5/+0

Patrol Droid

Manufactured on an exclusive contract for the Imperial military, the Imperial Mark IV Sentry Droid is a flying pest. Designed to detect, record, and report crimes, the IM IV is essentially a roving snitch, butting into the activities of citizens and making their lives miserable. The Imperial military finds them indispensable—so much so that the crime of tampering with one is a mandatory life sentence.

Powered by a miniature repulsorlift engine, the IM IV flits along from place to place, observing everything around it with its impressive array of sensors. Equipped with infrared and electromagnetic sensors, macrobinoculars, and a comprehensive copy of the Imperial Legal Code, the IM IV patrols its assigned area, observing the activities of the citizenry. When it encounters criminal behavior, it records the event, then zips away to report to the nearest Imperial authorities. Imperial troops frequently take advantage of this feature by assigning droids to scout around corners and into darkened areas, helping troopers avoid a possible ambush.

IM IV Sentry Droids are not available to the general public, though a few still turn up on the black market periodically. Mostly, these are stolen from factories—activated IM IVs constantly transmit their status back to their base of operations, thus alerting the authorities if a droid is damaged or deactivated.

The first major disadvantage of the IM IV (to its operators) is that it rapidly develops quirky personality traits—such as "talking" to itself as it works—requiring regular memory wipes. The second major problem is that the IM IVs are extremely zealous in their pursuit of illegal activity. With their knowledge of Imperial Legal Code (plus local and regional ordinances, downloaded upon assignments to a new locale), they can be considerably more strict about an officer's activities than the officer himself. Again, frequent memory wipes generally solve the problem.

Imperial Mark IV Series: Hovering security droid, Expert 1; Init +2 (Dex); Def 14 (+2 Size, +2 Dex); Spd 15m; VP/WP –/8; Atk +0 melee, +4 ranged; SV Fort –1, Ref +2, Will +3; SZ T; Rep 0; Str 6, Dex 14, Con 8, Int 8, Wis 12, Cha 8. Challenge Code: A.

Equipment: Improved sensor package, infrared vision, telescopic vision, 360° vision, motion sensors, recording unit.

Skills: Knowledge (Imperial Law) +4, Search +2, Speak Basic (understand only), Spot +2.

Unspent Skill Points: 7.

Feats: Alertness.

Cost: Restricted to Imperial military use.

Probe Droid

Before the rise of the Empire, probe droids—often referred to as probots—were used primarily to map spacelanes, survey planets, and even perform search-and-rescue operations. But such friendly purposes fell by the wayside as the Emperor conquered more and more systems. Probots became tools for rooting out traitors on far-flung worlds.

ARAKYD VIPER PROBE DROID

Arakyd Industries manufactures the Empire's favored model, the Arakyd Viper, for this very purpose. Equipped with an extensive sensor system, the Viper is either deployed directly from the ground or fitted with an optional delivery system that guides the probot from a ship to the designated planet. The delivery system possesses only rudimentary braking capabilities, so each includes buffers to prevent damage to the droid on impact. These are especially important, since the Imperial Viper's self-destruct system is designed to detonate the droid if it suffers sufficient wound damage (to prevent it from falling into enemy hands). The sublight delivery system costs an additional 5,000 credits; a hyperspace-capable version sells for 15,000.

The Viper's standard procedure is to conduct a thorough search, scanning for a variety of energy patterns. The probot proceeds by zones, reporting in only when it discovers something out of the ordinary (in order to preserve communication silence).

Viper Series: Hovering military droid, Scout 2; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 16/14; Atk +1 melee (1d8, claw), +1 ranged (3d6, blaster); SQ: Trailblazing; SV Fort +4, Ref +2, Will +4; SZ M; Rep 0; Str 10, Dex 10, Con 14, Int 10, Wis 14, Cha 10. Challenge Code: B.

Equipment: Blaster, locked access, improved sensor package, infrared vision, low-light vision, telescopic vision, comlink, recording unit, self-destruct system.

Skills: Hide +5, Listen +5, Move Silently +5, Search +5, Spot +5.

Unspent Skill Points: 5.

Feats: Skill Emphasis (Spot), Track.

Cost: 14,500 credits.

Assassin Droid

After a particularly spectacular massacre on Caprioril, the Empire outlawed assassin droids—but continued constructing them secretly for their own use. Sienar Intelligence Systems was commissioned to create an undisclosed number of E522 assassin droids, almost exclusively for the purpose of quelling criticism of the Emperor.

The weapons-laden E522s proved extremely adept at their role, tracking targets for months at a time before completing their missions in sudden bursts of blaster fire. Though built like a cyber-augmented bodybuilder, the E522 is actually fairly compact and moves quietly about on its well-oiled treads. Its successful record attests to its efficiency.

The most insidious weapon in the E522's arsenal is the neurotoxin-loaded needler gun in its right weapon mount. On a successful hit that inflicts damage, the toxin enters the target's blood stream and attacks its nervous system. If the victim fails a Fortitude save (DC 15), paralysis sets in immediately and lasts for 1d4 hours—more than enough for the assassin droid to finish its mission.

Perhaps even more devastating is the missile launcher loaded with six hunter-seeker missiles in the droid's left weapon mount. The droid must attempt a ranged touch attack (range increment 40 meters) against the chosen target. If the attack is successful, the droid has a missile lock and fires. As long as the droid is still functional, the missile stays locked on, forcing the target to attempt a Reflex save (DC 18) every 1d4 rounds to avoid it. If the save succeeds, the missile continues tracking the target. If the save fails, the missile strikes, inflicting 6d6 damage in a 4-meter radius, and 3d6 damage to everything between 4 and 8 meters distant from the point of impact.

The E522 comes equipped with a pair of gripper claws, but those are often overlooked in the face of the two rather large weapon mounts built on huge, shoulderlike gimbals. It also sports a fairly sensitive infrared heat-signature tracking system, making it a decidedly difficult opponent to escape.

E522 Series: Tracked assassin droid, Scout 2/Soldier 4; Init +1 (Dex); Defense 18 (+7 armor, +1 Dex); Spd 6m; VP/WP 40/19; Atk +5 melee (1d4+4, weapon mounts), +5 ranged (3d8, crit 19–20, heavy repeating blaster) or +5 ranged (3d8, crit 19–20, ion cannon) or +5 ranged (1d3, needler gun); SQ Trailblazing, hunter-seeker missiles; SV Fort +10, Ref +4, Will +3; SZ M; Rep 1; Str 18, Dex 13, Con 19, Int 11, Wis 11, Cha 12. Challenge Code: D.

Equipment: Heavy repeating blaster, ion cannon, needler gun, hunter-seeker missiles, heavy armor, infrared vision, weapon mounts (×2), locked access, vocabulator.

Skills: Hide +8, Intimidate +4, Listen +4, Move Silently +8, Speak Basic, Spot +5, Survival +9.

Unspent Skill Points: 1.

General Feats: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Cost: 12,500 credits.

Training Remote

These vicious little devices are simple droids used in combat exercises by Jedi and military academies alike. Created by Industrial Automaton, the Marksman-H Combat Remotes are equipped with repulsors and maneuvering thrusters that make them amazingly nimble and allow them to reach speeds of 25 kilometers per hour. They are equipped with stun blasters that deliver a painful jolt. The training remotes are constructed to help students learn how to accurately fire blasters while dodging enemy fire. The trainee sets his or her blaster on low power—just enough to shut the remote down.

> "Good against remotes **is one thing.** Good against the living? That's **something else.**"
> —Han Solo

Jedi Masters often use training remotes as part of their training regiments surrounding lightsaber combat. The remote's blaster array can be set to fire only one shot every few seconds, or as many as six shots in quick succession. For novice drills, the remote is put on its lowest setting. During the most advanced drills, the remote moves at its top velocity and fills the air with stun bolts. Since the remote's range is greater than the student's lightsaber blade, the Jedi must deflect numerous blasts while seeking an opportunity to strike back.

The training remotes are primarily controlled by a hand-held signaler, but they also contain a simple droid brain that allows them to adapt to any tactics that opponents rely on repeatedly, drawing on past experiences to attempt to predict their target's next move. They also respond to a verbal emergency override code.

The training remote is extremely accurate—a feature Industrial Automaton designed in to give users a real challenge. When programmed to fire multiple blasts, though, the remote suffers a –2 penalty to each attack. (It can fire a maximum of six shots per round.) On low power, each blast from the remote inflicts 1d4 points of damage, but is too weak to inflict wound damage. The power can be dialed up to 1d6, 2d4, and 2d6, with only the latter two settings actually capable of inflicting wounds.

Marksman H: Hovering training remote, Thug 4; Init +2 (Dex); Defense 17 (+4 Size, +2 Dex); Spd 15m; VP/WP –/4; Atk +0 melee, +6 ranged (special, blaster); SV Fort +0, Ref +3, Will +2; SZ D; Rep 1; Str 2, Dex 14, Con 4, Int 2, Wis 12, Cha 6. Challenge Code: B.

Equipment: Blaster array, motion sensors.

Skills: Spot +7.

Unspent Skill Points: 0.

Feats: Alertness, Multiattack.

Cost: 350 credits.

Fifth-Degree Droids

Pit Droid

Manufactured by Serv-O-Droid, the pit droid is actually a modification on a several-hundred-year-old Cyrillian design, which became popular when podracing came to Cyrillia. Serv-O-Droid purchased the rights to the pit droid design, built several modern factories, and gave thousands of Cyrillians jobs building their own model of droid—but with the Serv-O-Droid nametag.

The DUM series is the result. The DUM pit droid is easily confused, but extremely eager. Programmed for urgency, pit droids hurry from task to task, completing them as quickly as possible and looking for more work. This propensity for hard—but not smart—work moved Serv-O-Droid to install a particularly large shutdown switch on their pit droid's "nose," hopefully preventing accidental disassembly of dangerous equipment (such as reactor cores).

Pit droids understand several languages, but speak only the binary language of droids and computers. They are popular mainly because of their low price. Serv-O-Droid sells individual pit droids cheaply, but also offers "pit crews" of five pit droids (for 3,500 credits).

DUM Series: Walking labor droid, Expert 1; Init +0; Defense 11 (+1 size); Spd 6m; VP/WP –/10; Atk +3 melee (1d4+2, hand), +1 ranged; SV Fort +2, Ref +0, Will +0; SZ S; Rep 0; Str 14, Dex 10, Con 10, Int 8, Wis 6, Cha 4. Challenge Code: A.

Equipment: None.
Skills: Repair +4, Speak Basic, Speak Bocce, Speak Cyrillian, Speak Huttese.
Unspent Skill Points: 12.
Feats: Improved Initiative.
Cost: 750 credits.

Labor Droid

The ASP labor droid is so common that nearly every citizen in the galaxy has seen at least a dozen. They perform a variety of simple tasks, including maintenance, repair, sanitation, delivery, and simple hard labor. Cheap and effective, they are designed as "entry-level" droids for first-time buyers. Many ASP owners modify them heavily instead of actually replacing them. The modifications are so common that Industrial Automaton, the ASP's manufacturer, now has more than two dozen variants.

ASPs are built for strength and sturdiness, not intelligence, which suits most owners just fine. As long as the droid performs it assigned tasks, the fact that it can only say "affirmative" or "negative" is not a problem. Of course, complex information is ponderously difficult to collect from the ASP, so one of the more common modifications is a more advanced processor.

Since the main virtue of the ASP is its versatility, it's programmed with only the most basic functions—leaving the owner to instruct the droid in its specific duties.

ASP Series: Walking labor droid, Expert 1; Init +0; Defense 10; Spd 6m; VP/WP –/12; Atk +4 melee (1d8+4, claw), +0 ranged; SV Fort +3, Ref +0, Will +1; SZ M; Rep 0; Str 18, Dex 10, Con 12, Int 6, Wis 8, Cha 10. Challenge Code: A.

Equipment: None.
Skills: Speak Basic.
Unspent Skill Points: 15.
Feats: Great Fortitude.
Cost: 1,000 credits.

Power Droid

The Veril Line Systems EG-6 power droid is basically a battery on legs. It does not move particularly quickly—it is merely designed to carry the heavy weight of a backup generator wherever it is needed. The miniature reactor can power anything up to a Small starship indefinitely, at least enough to keep its instrumentation and life-support systems running. It can power a Medium-size ship for a day, a Large ship for an hour, or a Huge ship for a minute. After that, its own systems fail, and it shuts down until repaired.

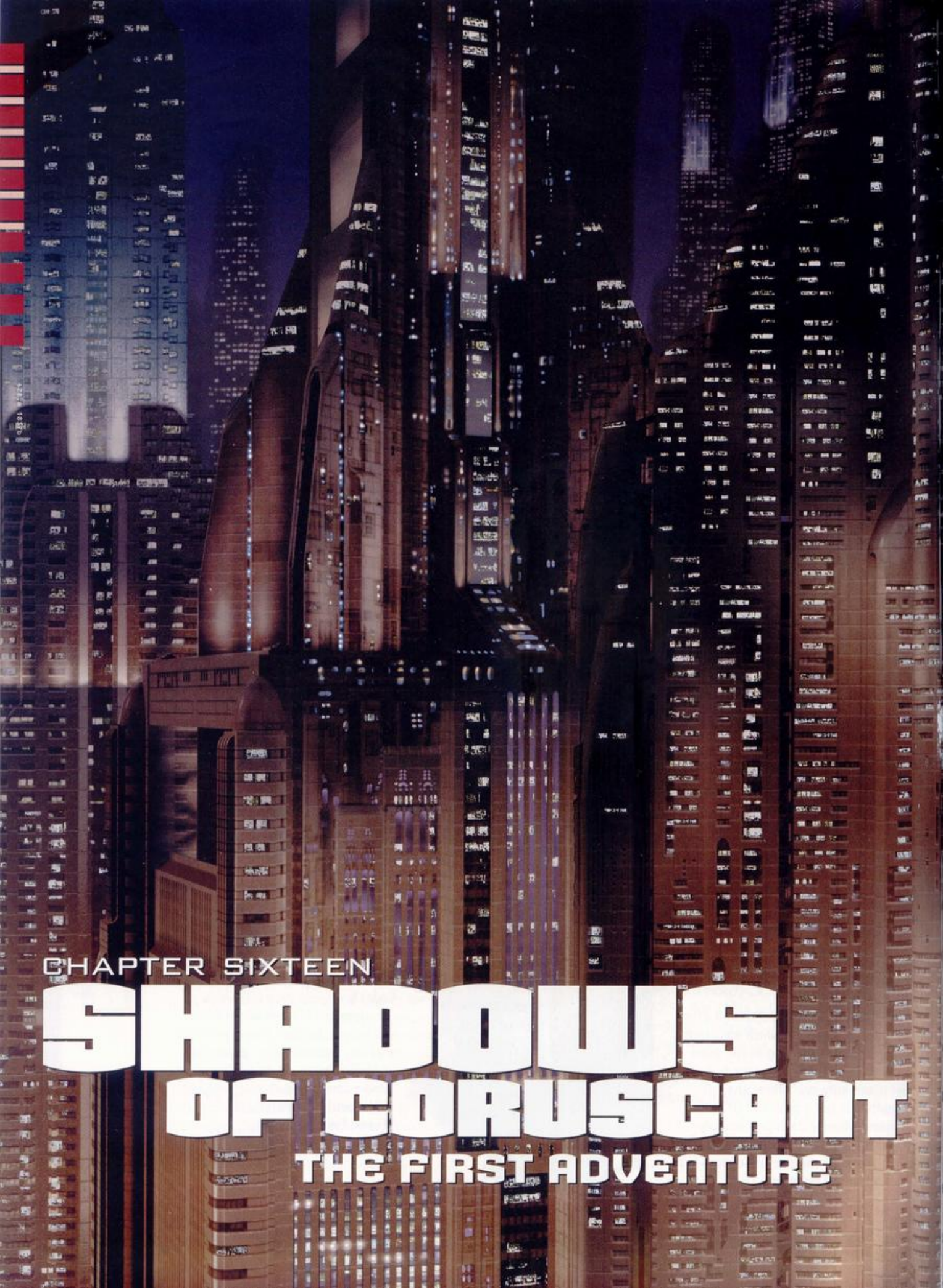
The EG-6 comes with a sophisticated diagnostic package, designed to check for potential safety hazards before the droid connects to a system. If the droid detects a dangerous situation, it refuses to connect—which partly explains the EG-6's reputation for "stubbornness." The diagnostic package is considerably less useful for actual repair tasks, however. It has only a single manipulator arm, bearing a tiny claw meant to hold the most delicate of electronics tools. For detailed repair work, other models of repair droids are far more preferable.

The major drawback of the EG-6 is its amazing stupidity: It follows orders to the letter (except as noted above), and EG-6s have been known to "walk straight ahead" into walls, over precipices, or into lakes. Fortunately, the same heavy armor shielding that keeps its reactor from leaking also protects the droid from serious damage.

Power Droid

EG-6 Series: Walking power droid, Expert 1; Init –1 (Dex); Defense 14 (+5 armor, –1 Dex); Spd 2m; VP/WP –/12; Atk +2 melee (1d2+2, small claw); SV Fort +1, Ref –1, Will –1; SZ S; Rep 0; Str 14, Dex 8, Con 12, Int 4, Wis 8, Cha 4. Challenge Code: A.

Equipment: Diagnostic package, tool mount, infrared vision, armored exterior, internal fusion generator.
Skills: Repair +2, Speak Basic (understand only).
Unspent Skill Points: 9.
Feats: Endurance.
Cost: 1,750 credits.



CHAPTER SIXTEEN

SHADOWS OF CORUSCANT

THE FIRST ADVENTURE

It is a time of confusion on Coruscant. Supreme Chancellor Finis Valorum faces accusations of corruption, weakening his control over the Galactic Senate. Meanwhile, the terrorist group known as The Flail has declared war on the Senate itself, creating chaos on the once-peaceful world at the center of the galaxy. Though the Supreme Chancellor has made eradicating the last vestiges of the Flail his primary concern, it has only made him a target for their attacks. Frustrated with the Flail's hit-and-run tactics, Valorum has called upon aid from other quarters of Coruscant. . . .

Shadows of Coruscant is an adventure for the *Star Wars Roleplaying Game* designed for 4-6 1st-level characters. These brave but untested heroes have a chance to prove their courage by foiling a plot against Finis Valorum, the Supreme Chancellor of the Republic. The heroes' skills and prowess are put to the test as they discover that even on Coruscant, the very center of peace and justice in the galaxy, there are those who serve evil.

Background

Finis Valorum, the Supreme Chancellor of the Republic, has recently been named in a corruption scandal. Though he vehemently denies the charges and his supporters have rallied to his side, his reputation has been suffering in the Galactic Senate.

Valorum, however, has chosen to concentrate on his job. He hopes that even if he is removed from his position, he will do some good before he goes. To that end, he has concentrated on ending once and for all the threat of a terrorist group known as the Flail, a subversive organization that has been attacking public utilities on Coruscant in protest of government policies. The group's actions have caused power failures, disruptions in Coruscant's weather-control systems, and traffic accidents—with no concern for the resulting property damage, injury, or loss of life. Thanks to Valorum's increased efforts, the terrorist group has been rapidly dwindling in numbers.

Recently, the Coruscant civil authorities managed to capture one of the terrorists. After a lengthy interrogation, they learned that the remaining members of the group were planning a strike against Valorum himself, acting in retaliation for his pursuing them. Having recently formed closer ties with the Jedi Order, the Supreme Chancellor called upon Mace Windu for help and advice.

The Jedi Master suggested forming a small task force composed entirely of relative unknowns—people the terrorists wouldn't immediately recognize as members of Valorum's security staff or the Jedi Order. Their job would be to check out suspected Flail activity and, if possible, stop it before it caused any further harm. Valorum put together a list of potential candidates for the task force, and Master Windu indicated the ones he felt would be able to accomplish the mission.

ARE YOU THE GAMEMASTER?

If you are going to be *playing* in this adventure, you should stop reading now. Even if you're pretty sure you can pretend you don't know what happens next, you'll have more fun being surprised along with the rest of the players. Just like a movie is a little less exciting the second time you see it, this adventure will be less thrilling if you read it before you play it.

If you are the Gamemaster for *Shadows of Coruscant*, then you should read the entire adventure at least once before you begin playing. Start with the Background (page 297) to familiarize yourself with the situation into which the heroes will be thrust. Then make sure you understand the abilities and special rules for the opposition the heroes will be facing. If you encounter any rules you don't understand, look them up before you play the adventure.

Getting the Heroes Involved

The adventure begins as the heroes arrive in the plaza outside the Supreme Chancellor's tower. The heroes have been summoned by Chancellor Valorum to discuss the terrorist problem. Each of the heroes either has met Valorum in the past or knows someone who has recommended them for this meeting. In either case, they should realize they're here because someone they know respects their abilities and opinions. After all, the Supreme Chancellor is an important man. He doesn't call meetings with just anyone.

Take a moment to discuss with your players how well the characters know each other. It isn't important that they're old friends, but they should have at least heard of each other.

Also, remind the players that it is illegal to carry weapons on Coruscant without a permit. Jedi characters have permits for their lightsabers, but other characters won't have weapon permits unless they are members of the Coruscant security force or part of an ambassadorial staff. Those without permits who still wish to carry weapons will want to keep them concealed.

Even characters with permits may have to answer for actually *using* their weapons; they won't be allowed to run around firing blasters indiscriminately. The minimum penalty for endangering bystanders is having one's weapons confiscated—even lightsabers (though such are immediately turned over to the Jedi Council). The maximum penalty is imprisonment.

Scene 1: Agent of Terror

The first scene takes place in the plaza outside the Supreme Chancellor's tower offices. The heroes arrive at the plaza, only to discover huge crowds lined up to enter the tower. Show the players Map 1, then read the following aloud:

> You've arrived just a few minutes early for your meeting with Chancellor Valorum. The plaza outside the Supreme Chancellor's office, high above the surface of the city-world Coruscant, is packed with people. Some are workers erecting grandstands for the Chancellor's speech tomorrow. The plaza is a large open area surrounded by a colonnade. A massive building is on one side; a series of columns hold up a marble lintel bordering the other three sides.
>
> Most of the people are standing in a long line, waiting to be allowed into the tower. The line winds

around the work crews and the repulsorlift grandstands, ending at the middle of the north edge of the plaza (which is itself a large balcony of the tower).

You've only been here a couple of minutes when an exasperated groan ripples through the crowd. "A four-hour wait? This is ridiculous!"

It looks like you'll be late for your meeting.

The wait is due to increased security measures at the tower's entrance. Guards search visitors at the entrance to the building, but they are obviously overwhelmed by the sheer number of people trying to get inside.

As the heroes get caught up in the crowd, they hear a variety of theories regarding the unexpected crush of beings. The prominent rumor concerns death threats made against the Chancellor, and there are more than a few grumbles about security ineptitude.

Attempting to Gain Entrance

It may occur to the players that their heroes have an invitation from the Supreme Chancellor himself, and so should be able to bypass the line entirely by presenting their credentials to the security guards. If they approach the front of the line directly, a frazzled Human security officer stops them (near location 1 on the map).

The security officer is Sergeant Munten. Dealing with the huge crowds all morning has made him gruff and irritable. "I don't care how important *you* think you are," he tells them. "My orders are to send people in *only* after they've been checked. You'll have to wait your turn."

The heroes can try to use Bluff, Diplomacy, Affect Mind, Friendship, or Intimidate to convince Munten to let them pass right away. On a successful check, Munten is willing to cooperate, but asks them to wait to one side for a few minutes while he arranges for someone to escort them. (Munten gets a +10 bonus on his Sense Motive check to oppose Bluff, and the DC for an Intimidate check against Munten is 14. Munten has convinced himself that he'll be in deep trouble if he fouls up today, and it's made him particularly hard-nosed.)

Sergeant Munten: Male Human Thug 4; Init +0; Defense 10; Spd 10m; VP/WP –/15; Atk +6 melee (1d3+1, punch), or +6 melee (1d6+1, baton); or +4 ranged (3d6, blaster pistol); SV Fort +5, Ref +1, Will +1; SZ M; FP 0; Rep 2; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol, baton, uniform, badge, blaster permit.

Skills: Intimidate +4, Knowledge (Coruscant security) +3, Read/Write Basic, Sense Motive +1, Speak Basic.

Feats: Alertness, Armor Proficiency (light), Toughness, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Suspicious Activity

While the heroes are waiting, either in line or to one side (at Sergeant Munten's request), read the following aloud:

The movement of the crowd shifts, and you abruptly find yourselves with a very clear view of the repulsorlift platforms from which the Chancellor will deliver his speech tomorrow. One of the plaza workers is bent over the controls. He seems to be pulling objects from his tool pouch and stuffing them into an open panel.

He looks up and glances around, and his gaze falls on you. Trying to look casual, he exits the platform and begins moving into the crowd.

This "worker" is Senn Riip Domeet, the demolitions expert of the Flail terrorist group. He just finished setting a thermal detonator charge in the repulsorlift platform when he realized he had been spotted (near location 3 on the map). He's now trying to slip away toward the west end of the plaza.

The heroes may decide that handling this situation is better left to the security guards, but security is reluctant to deviate from its routine. "You people will try anything to get inside just a little faster, won't you?" Sergeant Munten says, suspicious of the heroes all over again. "Maybe we should search you down in the detention center. Maybe then we'll find out why you're in such a hurry!"

Villain Tactics

Domeet's plan is to fool the heroes into believing he is headed toward the west end of the plaza, then turn back and head east, where he intends to steal or commandeer a vehicle and escape.

He uses his Hide skill to lose himself in the crowd; his check is opposed by the heroes' Spot checks. He's dressed like the other two dozen workers, and so gains a +2 bonus on his own check.

If the heroes spend time trying to convince Sergeant Munten to investigate the suspicious activity, and none of them keep an eye on Domeet, the terrorist can make another Hide check to disappear. But if the heroes start moving toward him, he gives up all pretense of blending in and starts running for the eastern edge of the plaza.

Senn Riip Domeet: Male Human Scoundrel 2; Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP 13/11; Atk +1 melee (1d3, punch), +3 ranged (3d4, hold-out blaster); SQ Illicit barter, better lucky than good; SV Fort +0, Ref +4, Will –1; SZ M; FP 0; DSP 2; Rep 0; Str 11, Dex 13, Con 11, Int 10, Wis 9, Cha 9.

Equipment: Hold-out blaster, worker's coveralls, satchel, tools.

Skills: Bluff +4, Computer Use +5, Demolitions +10, Diplomacy +5, Disable Device +8, Disguise +4, Hide +6, Knowledge (Coruscant) +5, Knowledge (Flail terrorists) +5, Read/Write Basic, Search +5, Speak Basic.

Feats: Cautious, Quickness, Skill Emphasis (Demolitions), Weapon Focus (hold-out blaster), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

If the heroes give chase, assume Domeet is about 50 meters from the eastern edge of the plaza (or less if the heroes charged toward him as soon as they noticed his activity).

Domeet responds to pursuit by pulling a hold-out blaster from his worker's coverall and opening fire.

Whether he actually hits any of the heroes or not, he panics the crowd, which scatters in every direction—thus slowing the heroes' movement each round by half. If the heroes shoot back at Domeet, they suffer a –4 penalty on their attacks if they don't wish to hit any of the people in the way. (Domeet doesn't suffer this penalty because he doesn't care whether he hits innocent bystanders or not.) The penalty applies only to the first round of the heroes' firing. After that, the crowd gets almost entirely out of the way, giving everyone a clear field of fire.

If Domeet reaches the east end of the plaza before the heroes stop him, he stops at the edge of the plaza level for a round, gazing downward. He spots an ascending air taxi, and jumps. The taxi is 2 meters away and 4 meters down, so Domeet can attempt a Jump check (DC 15) to land in the taxi and avoid taking damage. If he fails the check, he misses the taxi completely and falls a total of 12 meters to the next balcony down, suffering 3d6 damage.

Even if Domeet manages to land aboard the air taxi, the heroes still have a chance to prevent his escape. The taxi reaches the level of the plaza in 2 rounds. If any of the heroes are close enough to reach the eastern edge of the plaza in that time, they can attack Domeet with ranged weapons (or leap into the air taxi themselves).

After the taxi clears the plaza level, Domeet is no longer a viable target, but the heroes can fire on the taxi itself in an attempt to cripple it. The air taxi has Defense 13 and 20 hull points, though it also has damage reduction 5. Should the heroes deal 10 or more points of damage to the taxi's underside, its engines fail, and over the course of 2 rounds, it spirals gently down to a stop on the plaza level.

The Platform

Should any of the heroes check out the platform where they first saw Domeet, that character can attempt a Search check (DC 10, since they know almost exactly where he was working). If the check succeeds, the hero finds a small package. Inside, one end of a pair of leads is attached to the repulsor controls; the other is hooked up to a thermal detonator.

A Demolitions check (DC 10) reveals that the bomb is designed to explode when the platform rises above a certain height. A second Demolitions check (DC 15) disarms the device without actually destroying it; the solution is simply disconnecting the leads. There are no traps built into the device to prevent it from being disarmed.

If the Demolitions check fails, the detonator explodes, dealing 4d6 damage to everyone within 4 meters; if a character makes a Reflex save, he only takes half damage. If no one has the skill, a security guard with Demolitions +1 attempts to defuse the bomb. (GM's Note: *If a character dies while disarming the detonator, let the player bring a different character to the next meeting with Valorum.*)

Aftermath

Once Senn Riip Domeet has been either dispatched or captured, or he escapes, Sergeant Munten and the security detail spring into action. They clear away the rest of the bystanders, call aid units for the wounded, and either place Domeet under arrest or search his body for identification (unless he got away).

But Munten's security force also regards the heroes as a potential threat. "Drop your weapons!" Sergeant Munten shouts. "And put your hands on your heads! You're under arrest until we get this all sorted out."

After the heroes have had a moment to either comply or argue the point, read the following aloud:

> "You may release them, Sergeant Munten," says a commanding voice. Approaching from the main entrance to the Chancellor's tower is the Supreme Chancellor himself, Finis Valorum, accompanied by a pair of blue-garbed Senate Guards. "They are here at my invitation."
>
> "I'm sorry, sir," Munten stammers. "I didn't know."
>
> "It's nothing to worry about," Valorum tells Munten, patting him amiably on the shoulder. "I appreciate your vigilance on my behalf."
>
> "Now then," the Supreme Chancellor says, turning to you. "I apologize for being late to the meeting *I* myself called. If none of you are in need of medical attention, let us go up to my offices and get this meeting under way."

Scene 2: The Meeting

If any of the characters are wounded, a medical aid crew tends to their wounds. Chancellor Valorum then leads the heroes to his offices, accompanied by his two blue-clad bodyguards. In the turbolift, he asks about the incident in the plaza, nodding thoughtfully as the heroes explain what happened. When they finish, read the following aloud:

> When the turbolift doors open, on a floor high above the plaza, two Jedi Knights are standing outside. The younger one seems startled to be suddenly facing the Supreme Chancellor, but the older one merely bows serenely. Valorum nods at them, and though he says nothing, it appears that he knows them.

Any Jedi hero in the group immediately recognizes the older Jedi Knight as Master Qui-Gon Jinn, meaning that the younger one is probably his Padawan, Obi-Wan Kenobi. Their presence here is something of a curiosity, but the Chancellor leads the heroes through the corridor before anything more can be made of this.

Continue reading:

> "It would appear that our meeting's final attendee is waiting for us," Valorum says, leading you through the corridors. Behind you, the two Jedi enter the turbolift and the doors quietly close. The Supreme Chancellor leads you directly to a meeting room, and as the doors hiss open, a dark man in Jedi robes turns toward you.
>
> "May I present Jedi Master Mace Windu?" Valorum says.

Finis Valorum: Male Human Diplomat 12; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP –/10; Atk +5/+0 melee (1d3–1, punch), +6/+1 ranged (3d4, hold-out blaster); SV Fort +4, Ref +4, Will +8; SZ M; FP 1; DSP 0; Rep 12; Str 9, Dex 10, Con 10, Int 17, Wis 14, Cha 11.

Equipment: Hold-out blaster, datapad, multichannel comlink, universal access pass.

Skills: Bluff +9, Computer Use +10, Diplomacy +17, Gather Information +8, Knowledge (Coruscant) +12, Knowledge (politics) +21, Knowledge (Republic) +21, Knowledge (Republic law) +15, Profession (administrator) +20, Read/Write Basic, Read/Write Calamarian, Read/Write Ryl, Sense Motive +17, Speak Basic, Speak Calamarian, Speak Ryl, Speak Shyriiwook.

Feats: Fame, Iron Will, Skill Emphasis (Knowledge: politics), Skill Emphasis (Knowledge: Republic), Skill Emphasis (Profession: administrator), Trustworthy, Weapon Group Proficiency (simple weapons).

As the heroes enter the meeting room, Valorum's two guards take up positions outside, leaving the heroes, Valorum, and Mace Windu alone. The meeting room is an informal place, comfortably appointed. It could be a lounge, were it not for the impressive holodisplay unit in the center of the room. The unit currently shows news coverage of the incident in the plaza. The heroes can see Sergeant Munten talking to a news crew, but there is no mention made of the heroes' part in the incident.

Mace Windu greets any Jedi heroes, while Valorum's assistant attends to providing refreshments. When the heroes have had a chance to interact with the Chancellor and the Jedi Master, read the following aloud:

"That incident in the plaza just now is typical of my last few days," Chancellor Valorum says. He clicks through several images on the holodisplay showing scenes of similar violence, all the while sadly shaking his head. "In each case, responsibility for the heinous act has been claimed by the Flail terrorist group—political radicals devoted to dissolving the Senate.

"Lately, their efforts have been aimed at me. I have received a death threat, and my aide, Sei Taria, has been assaulted. This is in response to my statement that I would personally see to it that the members of the Flail were all brought to justice before the Galactic Senate convenes again."

Heroes with Knowledge (criminal organizations) or a similar Knowledge skill can attempt a skill check to determine if they know the following facts about the Flail. The hero knows everything listed for her check result, including the information for lower check results:

DC 0: The Flail group attacks public utilities in an effort to disrupt traffic, communications, weather, and commerce.

DC 5: The leaders of the Flail were killed in a firefight with Coruscant security forces a few weeks ago.

DC 10: The "Flail Manifesto" indicates that the group believes the Senate is corrupt, that it is secretly manipulated by corporate concerns to benefit specific corporations at the expense of the common sentient.

DC 15: Most Flail members are Human. The few non-Humans appear to be tolerated as necessary for success, rather than embraced as part of the movement.

DC 20: The current "leader" of the Flail is a Corellian named Zegmon Pent—a former smuggler with political leanings. In his own circles, Pent claims to have been trained by the Jedi Order as a secret assassin. He has hinted, in communiqués to the news services, that he has Force abilities.

When the heroes have had a chance to pool their knowledge about the Flail, read the following aloud:

Mace Windu, who has been quietly following the discussion, finally speaks up. "We believe that the Flail will make an attempt on the Supreme Chancellor before or during his speech tomorrow. We have gathered you together because we need someone to prevent that from happening.

"We have chosen you specifically because we wanted someone the members of the Flail wouldn't recognize on sight. They tend to run off whenever they detect even the faintest sign of a trap. We also chose you because you were recommended by your teachers, associates, and families. They assure us that you will not fail."

Mace Windu regards you for a moment. "We have determined that the Flail has three potential vectors of attack that stand any chance of succeeding. If you're willing, we want you to stop them before they can complete their attacks on the first two sites. If they fail there, their last chance will be to attack the Chancellor as he makes his speech tomorrow. That will also be your last chance to stop them."

Not all of the heroes may be so virtuous as to accept such a dangerous job for no reward. If one or more of the heroes demands some kind of compensation, Chancellor Valorum offers to pay them a total of 1,000 credits out of his own account for completing the assignment. (That is, if he's alive and unhurt at the end of his speech, he'll pay the reward.) He's willing to negotiate up to 2,000 credits, but no higher.

Assuming the heroes accept the mission, Chancellor Valorum pulls up a holographic diagram of the area, centered on the plaza. Two locations are marked.

Read the following aloud:

Valorum points to a tower a few kilometers from the offices where you now sit. "This is the Weather Modulation Control Center for this sector. Ordinarily, it prevents buildups of dangerous storm systems by regulating ionization of the atmosphere. Were the system to be shut down"—he presses a button, and dark clouds form in the image over the plaza—"the speech would be rained out."

"But if it were reprogrammed . . ." He presses another button, and computer-generated bolts of lightning begin hammering the plaza with increas-

ing violence until the plaza is in ruins. Valorum shuts off the storm display, returning the image to its pristine condition.

"The other likely target is here." He indicates a block of offices slightly farther away. "Air Traffic Control. Its computers determine the traffic lanes for this sector. Sabotage here would accomplish little, but from this location, a vehicle filled with explosives could be remote-piloted directly into the plaza." He illustrates with another graphic showing an air shuttle suddenly leaving the regular traffic lanes and crashing into the plaza amid a terrific explosion.

"Any questions?"

Chancellor Valorum and Mace Windu answer any questions the heroes have to the best of their ability. They make sure that each of the heroes is supplied with a valid weapons permit and can provide power packs for their weapons, but they do not provide additional weapons. "Coruscant is one big city," Windu reminds the heroes, "When a blaster misses its target, it hits *something* else. The less weapons are fired, the less chance some innocent bystander will be injured."

Valorum provides access codes and promises that medical aid will be available, should the heroes need it. He tells them to pick up a few spare medpacs (up to four) from the dispensary for emergencies. He also promises that an air taxi will be made available for their use. After a reminder from Mace Windu that they have only until midday tomorrow to stop the terrorists, the meeting ends.

Scene 3: Lightning Strikes

Mace Windu suggests that the heroes should try the weather-control tower first. Using the traffic-control center to attack Valorum requires the terrorists to actually be in the center when the speech commences. But the weather-control tower can be programmed in advance, meaning that the terrorists could strike there at any time.

The heroes see nothing suspicious occurring as they approach the tower. If they fly past the windows at the top, they can make a Spot check (DC 10) to see a pair of technicians working in the control room, oblivious to their presence. If the heroes continue buzzing the tower, eventually the technicians look up, smile, and wave.

If the heroes haven't already discussed a strategy for apprehending the terrorists, you should point out to them that there are only three possible entrances to the control room: the turbolift, the roof, or the windows.

The heroes could certainly arrange to cover all of these, but that means they have to split up. If the terrorists attack any one entrance in force, it will be at least a minute before the other heroes can arrive to help. If the players don't think of this themselves, let them make Intelligence checks (DC 10) to realize that the best place to wait for the terrorists is the control room itself. No matter which approach the terrorists take, the control room is their ultimate destination.

Entering the weather-control tower is simple; Chancellor Valorum has given the heroes the access codes for the tower. All they need to do is land at the adjacent building and take the turbolift to the control room about a kilometer up, near the top of the tower. The turbolift arrives after 5 rounds, opening onto a small lobby area with windows looking out over the city.

When the heroes exit the turbolift, read the following text aloud:

The spectacular view of the city is marred by dark clouds forming near the Chancellor's tower, a few kilometers away. You can already see ripples of light—the first weak flashes of lightning.

There's a durasteel door at the end of the hallway. Above it is a sign reading "Backup Generator." Arrows on the walls indicate that roof access is to the left and the control room is to the right.

While the heroes were entering the tower via the turbolift, the Flail terrorists arrived and took a more direct route: breaking through the control room window. They have already overpowered the technicians and implanted an override program to disrupt the weather patterns over the Chancellor's offices. They were preparing to climb back aboard their airtruck hovering outside when one of them heard the turbolift arrive.

The control room door is closed, but not locked. There are three Flail terrorists inside. A fourth one has jumped back on the airtruck, while a fifth acts as the driver. One of the three terrorists inside has decided to ambush the heroes. Another is urging everyone to get on board the airtruck. The third stands indecisively, waiting to see what happens. As soon as anyone opens the door, the terrorists are forced to act.

Flail Terrorist: Male Human Thug 1; Init +0; Defense 10; Spd 10m; VP/WP –/15; Atk +1 melee (1d3+1, punch), +1 ranged (3d4, hold-out blaster); SV Fort +3, Ref +0, Will +0; SZ M; FP 0; DSP 2; Rep 0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Hold-out blaster.

Skills: Intimidate +3, Knowledge (Coruscant) +1, Knowledge (Flail terrorists) +1, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Toughness, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Villain Tactics

As soon as the heroes appear, the terrorist closest to the broken window opens fire. Another one near the door joins in the attack as soon as a hero actually enters the control room. Meanwhile, a third terrorist jumps through the broken window and screams at the driver, "Let's get out of here!"

The driver leaves as soon as he can act, regardless of how many of the other terrorists are aboard. If any of the heroes manage to board the airtruck before the driver gets away, the driver reverses direction and *backs into* the control room again, dealing 2d6 damage to anyone in the airtruck's bed (including any terrorists). Unfortunately, the vehicle then becomes stuck, and the driver can't escape.

Stopping the Storm

One or more of the heroes may elect to try to reverse the damage the terrorists have done to the weather control equipment. The program the Flail used was created by their current leader, Zegmon Pent, to overwrite the existing weather-control program. All the terrorists had to do was slot a datacard into the control console.

Undoing the program means restoring the original program from a backup copy. A Computer Use check (DC 15) can start the necessary procedure; completing it takes one minute. Once the fighting in the control room ends, any character with access to the computer console can take 20 and affect the necessary change.

If the heroes don't stop the storm (or don't revive the technicians to do it), more technicians arrive in a few minutes and disable the terrorists' program. In the meantime, the lightning strikes around the Chancellor's tower gradually increase in intensity, gouging holes in the building and disabling one of the repulsorlift grandstands.

Questioning the Terrorists

If the heroes have left one or more of the terrorists alive for questioning, they can try a variety of means (Affect Mind, Bluff, Diplomacy, Friendship, Intimidate, etc.) to extract information. Should an attempt succeed, the heroes can learn all of the Knowledge (criminal organizations) information from Scene 2: The Meeting. (Note that the terrorists firmly believe that Zegmon Pent, their leader, is a "Jedi assassin.")

The terrorists also know that traffic control is the alternate target for the Flail. Zegmon Pent plans to strike there shortly before the Supreme Chancellor's speech commences. Unfortunately, they do not share this information freely, so the characters must use one of the above-mentioned methods to pry it out of them.

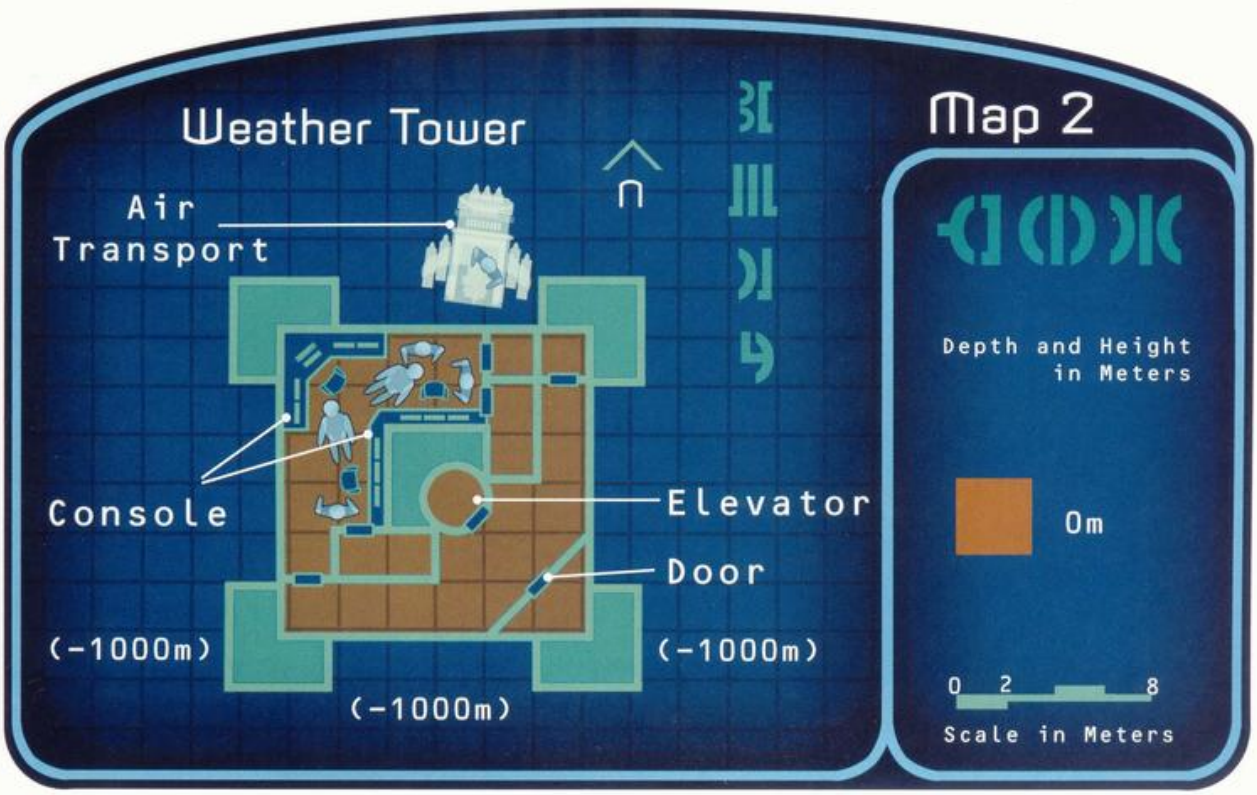
One piece of information the heroes may think to ask is "Where is Zegmon Pent?" The terrorists don't know where to find their leader. He holds meetings in an empty warehouse, but doesn't actually stay there. Even if they did know, they wouldn't willingly tell. They are convinced that Pent will hunt them down and kill them using his "Jedi stealth training."

Scene 4: Chaos in the Canyons

The heroes have a little time before the Flail terrorists are expected to arrive at the traffic control center. If any of them are injured, they can use this time to recover, or perhaps seek treatment at one of Coruscant's many fine hospitals. They need not worry about any medical bills—those are taken care of by the Supreme Chancellor.

Valorum himself contacts the heroes shortly after the incident at the weather control tower to inquire after the heroes. Though he wants a progress report, he begins by making sure the heroes survived the encounter. "It's never an easy thing, knowing that someone has lost his life in your service." He arranges to replace any personnel the heroes lost. (GM's Note: *This gives a dead character's player a chance to create a new character and get right back into the game.*)

When the heroes are rested and ready, they can travel to the traffic control center. This particular tower is actually nestled among many taller structures, giving it the appearance of an outpost set in the wall of an artificial canyon. Outside is a landing platform with four docking stations. The platform is connected to the traffic control center by a narrow, 2-meter-wide skywalk.



Depending on how soon before the Chancellor's speech the heroes have arrived, they may have to wait quite some time before anything happens. If they've arrived early enough, they can introduce themselves to the staff of the traffic control center and otherwise make plans to catch the terrorists in the act.

The Flail terrorists arrive about 10 minutes before the Chancellor's speech is due to begin. Unless the heroes have decided to show up later than this, read the following aloud:

> The landing platform is all but empty. A small family of Rodians, apparently exhausted after a day of shopping, waits in the center of the platform as an air taxi settles onto the northwest docking arm.
>
> Just as the Rodians start to move toward the taxi, an air shuttle suddenly pops up from the depths of the skyscraper canyon, landing at the southeast dock. A rear hatch opens and two passengers get out—a Human and a Twi'lek. They glare about cautiously, keeping one hand inside their jackets.

Show the players Map 3. If the heroes don't immediately react to the presence of these two suspicious characters, a voice calls out from inside the air shuttle: "See if there's anyone else around. If you run into any of Valorum's 'secret police,' kill them." The two thugs jog toward the center of the landing platform, leaving the shuttle door open behind them.

These are the Flail terrorists, of course, and the voice actually belongs to Zegmon Pent, who is piloting the shuttle. As soon as the terrorists notice the heroes, they draw their weapons and start shooting.

Flail Terrorist: Male Human Thug 1; Init +0; Defense 10; Spd 10m; VP/WP –/15; Atk +1 melee (1d3+1, punch), +1 ranged (3d4, hold-out blaster); SV Fort +3, Ref +0, Will +0; SZ M; FP 0; DSP 2; Rep 0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Hold-out blaster.

Skills: Intimidate +3, Knowledge (Coruscant) +1, Knowledge (Flail terrorists) +1, Read/Write Basic, Speak Basic.

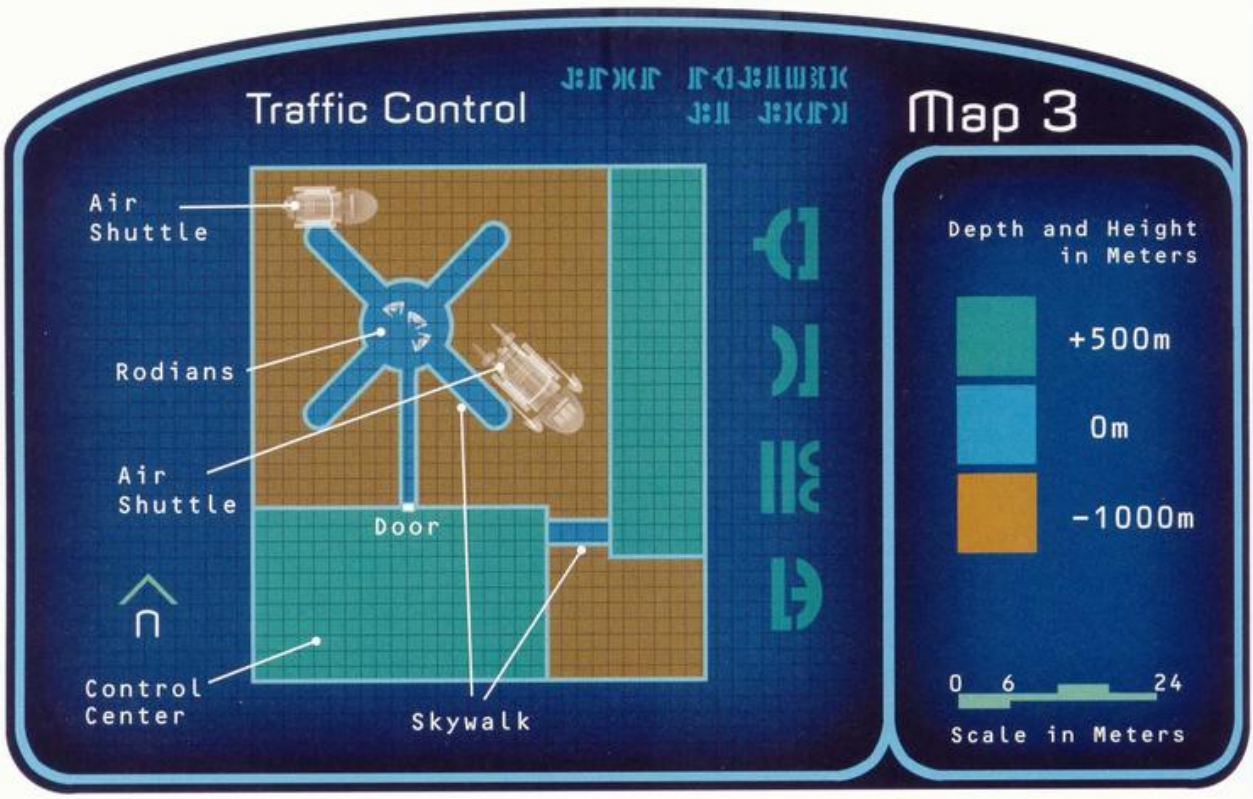
Feats: Armor Proficiency (light), Toughness, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

During the battle, stray blaster shots stand a chance of hitting the Rodian family, or the pilot of the air taxi. (See the sidebar on Stray Attacks, page 146, for more details.)

Villain Tactics

As soon as any fighting starts, Zegmon Pent realizes he's being ambushed. "It's a trap!" he shouts. "We'll have to finish Valorum in person!" Another thug in the back of the shuttle shuts the doors, and the shuttle drops casually off the docking arm, falling far down into the skyscraper canyon before righting itself and speeding off in the direction of the Chancellor's tower.

While this happens, the two terrorists left behind do their best to slow down any pursuit of the shuttle. They concentrate their fire on anyone who appears to be in command or pilots a vehicle from which the heroes are fighting. These two fight until they are incapacitated.



Following the Shuttle

Because the heroes clearly heard where the air shuttle was bound, they can try to catch up with it or arrive at the floating plaza first. For story purposes, the air shuttle should arrive at the plaza a few rounds before the heroes do. You can simply roll 1d4+1 for the number of rounds of difference, if you desire. (This may be the best option if the heroes decide to simply take the shortest route to the plaza. If your players take it, go straight to Scene 5.)

On the other hand, it will be considerably more thrilling to the players if they don't so much follow the air shuttle as *chase* it. For a chase, use the Vehicle Combat rules in Chapter 10.

Treat the shuttle itself as an air taxi, except that it is somewhat sturdier, having an enclosed cabin. This gives it a Defense of 15 (–2 size, +7 armor). When the doors are all closed, it provides full cover for its passengers. Otherwise, its statistics are exactly the same.

For each round that passes between the time the shuttle departs and the moment the heroes begin chasing it, the terrorists move 72 meters away. Don't worry if this puts them out of the heroes' visual range (which ordinarily means they might escape). Since they know exactly where the Flail terrorists are going, the heroes need only keep traveling as quickly as possible to stand a chance of overtaking the air shuttle before it reaches the plaza.

Catching the Shuttle

Whether they simply give chase immediately, or fly better than Zegmon Pent, the heroes may eventually catch up to the terrorists' air shuttle. You should keep track of the passing rounds. During each round, Zegmon Pent moves at high speed (providing a –2 penalty on maneuvers) until the heroes actually enter visual range.

Once the heroes are close enough to see the shuttle, but not yet in firing range, the terrorist leader begins making use of Coruscant's architecture to try to lose the heroes. Each round, he dodges and weaves between buildings, hoping that the heroes will take a wrong turn. To resolve these attempts, roll a Pilot check for Zegmon Pent, opposed by the best Spot check among the heroes chasing him. Add +1 to Pent's roll for each 20 meters of distance between his shuttle and the heroes' vehicle. If Pent's check ever exceeds the heroes' best check by 5 or more, Pent has temporarily lost the heroes; they are an additional 2d12+2 meters behind him.

Fighting with the Shuttle

Should the heroes ever come within 16 meters of the terrorists' shuttle, the terrorists will open the rear hatch and start shooting. More than 16 meters would make their hold-out blasters nearly useless—though the terrorists might fire at longer range to intimidate the heroes into backing off.

There are six terrorists in the shuttle, including Zegmon Pent, but only two at a time can fire out the back. If more than two of them are dispatched, the rest shut the hatch and trust to the cover of the vehicle to keep them alive long enough to reach the plaza.

Zegmon Pent, meanwhile, gets more creative with his flying, hoping to force the heroes' vehicle into a collision with a building or another vehicle. He begins by climbing

toward the nearest traffic lane, where he darts in and out of the path of other vehicles. If the heroes wish to follow, the pilot must attempt a Pilot check against DC 10 (as must Pent himself). Remember to apply penalties for vehicle speed. If either pilot fails the check, refer to Table 10-4: Loss of Vehicle Control.

Zegmon Pent continues weaving through traffic until he shakes his pursuers or his shuttle begins taking damage. If Pent ever fails a Pilot check by 11 or more, he abandons this tactic; instead, he dives deeper into the lower levels, where the space between buildings is narrower, and not filled with fast-moving objects.

Down in the deep canyons, Pent again dodges and weaves, this time to avoid various building features, including balconies, skywalks, and monuments. This requires another Pilot check (DC 10), but it also gives Pent a better chance of losing his pursuers. Make a Pilot check for Pent, opposed by a Spot check by each of the heroes. For every 36 meters separating the two vehicles, Pent gains a +2 bonus on his roll. As mentioned above, if Pent's check beats the heroes' best check by 5 or more, he has temporarily left them an additional 2d12+2 meters behind.

Zegmon Pent gives up this tactic when his shuttle suffers 5 points of hull damage from collisions.

Ending the Chase

The chase ends when the heroes either force the shuttle to stop (because of the damage it sustains, for example), or when Zegmon Pent finally reaches the plaza. Unless otherwise impeded by the heroes' actions, Pent accomplishes the latter in 50 rounds from the time that the shuttle left the traffic control center. (If Pent dies horribly, of course, the terrorists can still carry out an attack on Valorum without him.)

If Pent reaches the plaza, he brings his shuttle to a stop, hovering just above the center repulsorlift platform. There, Supreme Chancellor Valorum prepares to address his supporters seated in the grandstands arranged throughout the plaza.

Scene 5: The Enemy's Secret

Zegmon Pent's plans have started to crumble around him, leaving him with only two options: kill Chancellor Valorum, or kill Valorum's supporters. Either way, Valorum will no longer be Supreme Chancellor, and—as far as Pent is concerned—the central figure in the Senate's corruption will be gone. Pent is so desperate at this point that he doesn't care if he lives or dies, so long as he puts an end to Chancellor Valorum.

Use Map 1 again for this scene. The only change is that the repulsorlift platforms and grandstands are off the ground now:

Zegmon Pent's Lightsaber

Several months ago, Zegmon Pent stole an imitation lightsaber from a technician who had constructed it as an experiment. The blade functioned more or less as a real lightsaber, but was somewhat weaker and could not withstand energy surges like a real lightsaber. In other words, it could not be used to deflect blaster bolts and would actually shut down if its blade came into contact with a real lightsaber blade.

Zegmon Pent used the weapon as a prop to support his story that he had been trained by the Jedi Order. He's not terribly concerned that it doesn't work as well as a real lightsaber; he never expects to face a real Jedi and can't deflect blasters anyway. He uses it mostly for intimidation purposes.

	Damage	Critical	Size	Type	Group
Imitation Lightsaber	2d6	20	Med	Energy	Exotic

Location	Height from Plaza Floor
2a	15 meters
2b	10 meters
2c	5 meters
2d	0 meters
3	8 meters

If the heroes have not caught up with Pent's air shuttle, and he's arrived here first, he sends his remaining terrorists to kill Valorum. Meanwhile, he waits aboard the shuttle, either to use it to retrieve the terrorists and escape (should they succeed), or to crash it into the repulsorlift grandstands to kill Valorum's supporters (if his allies fail). When the heroes arrive, he's forced to change his plans slightly. (See Zegmon Pent's Surprise and The Air Shuttle.)

Each of the sections below describes various activities going on in the plaza and how the heroes can affect each one. Obviously, the actions of the heroes can drastically alter things for the Flail group, even by so simple a tactic as showing up at the plaza early. You, as Gamemaster, must determine exactly how the Flail terrorists deviate from their plans based on what the heroes do. Remember, though, that the terrorists are more interested in killing Valorum than in getting away or, for that matter, fighting with the heroes. The terrorists won't take hostages, and they won't waste time firing at one of the heroes if they have a clear shot at Valorum. (He is on the platform near location 3 on the map.)

The Heroes Arrive

Hopefully, the heroes arrive when the terrorists do, or only shortly after. When they do, read the following aloud:

> The crowd is in a panic as the terrorists' shuttle hovers over the plaza, raining blaster bolts down on the Chancellor's repulsorlift platform. Valorum's blue-robed bodyguards quickly fall under a hail of fire, and the terrorists begin dropping down on rappelling cords, apparently to finish Valorum off face to face.
>
> But the Supreme Chancellor suddenly leaps from the main platform in a desperate attempt to reach

the next one over. The crowd gasps as Valorum hits the other platform, scrabbling for a grip, and then slips over the side. Within moments, he hangs precariously from the bottom edge.

The terrorists grin. Valorum cannot escape.

Assuming you have not already done so, have everyone make Initiative checks. From this point on, something will be happening every round—even if the heroes themselves are not yet close enough to act.

Flail Terrorist: Male Human Thug 1; Init +0; Defense 10; Spd 10m; VP/WP –/15; Atk +1 melee (1d3+1, punch), +1 ranged (3d4, hold-out blaster); SV Fort +3, Ref +0, Will +0; SZ M; FP 0; DSP 2; Rep 0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Hold-out blaster.

Skills: Intimidate +3, Knowledge (Coruscant) +1, Knowledge (Flail terrorists) +1, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Toughness, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

The Senate Guard

Whether any of the heroes act first or not, before the terrorists act again, the occupants of the second platform react to Valorum's desperate escape attempt. The sole senate guard on the platform, Vinsho Pah, drops his blaster rifle and leans far over the side to grasp the Chancellor's hand, preventing him from falling. One of the other occupants of the platform, apparently another senator, takes the controls. He turns the platform so that it is between Valorum and the terrorists.

Vinsho's stats are provided below to help you determine how well he protects the Supreme Chancellor. Also, if things are going badly against the heroes, Vinsho Pah can lend a hand (as long as it doesn't mean dropping Valorum in the process).

Vinsho Pah, Senate Guard: Male Human Soldier 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 20 (+8 armor, +2 Dex); Spd 10m; VP/WP 30/13; Atk +4 melee (1d3, punch), +3 ranged; SV Fort +4, Ref +1, Will +1; SZ M; FP 1; Rep 2; Str 14, Dex 14, Con 13, Int 11, Wis 12, Cha 10.

Equipment: Blaster rifle, ceremonial armor, comlink.

Skills: Intimidate +5, Knowledge (Coruscant security) +4, Knowledge (senators) +6, Listen +10, Pilot +5, Spot +10, Treat Injury +4.

Feats: Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Improved Initiative, Quick Draw, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Unless the heroes at this point have already engaged the terrorists, the terrorists' first action is to fire on the second platform. There are five terrorists on the main platform (minus any the heroes have already dispatched), and they concentrate their fire on Vinsho Pah, the senate guard protecting Chancellor Valorum. This gives the terrorists a +1 circumstance bonus per terrorist (to a maximum of +4) to add to their attack roll. Furthermore, because the senate guard is not actively trying to get out of the way, he gains no Dexterity bonus to his Defense (giving him an 18).

Vinsho Pah holds on to Valorum even if he is wounded. However, he cannot pull the Chancellor onto the platform without exposing Valorum to the same fire he is under. Meanwhile, the terrorists keep the platform peppered with blaster fire, pinning down the senator at the controls so he is unable to move the platform out of harm's way.

If the heroes can get aboard the platform, they can help provide cover for Vinsho Pah to pull the Chancellor up. (Don't forget that the guard's blaster rifle is still lying on the platform floor.) Or they can assist the senator with the controls, either moving down to the plaza floor so that Chancellor Valorum isn't in any danger from a fall, or simply getting out of the terrorists' weapon range.

Zegmon Pent's Surprise

One round after the heroes join the action, Zegmon Pent exits the hovering air shuttle, leaping to the upper gallery above the Chancellor's platform at the east end of the plaza. Read the following aloud:

Suddenly, a figure dressed in black and yellow robes leaps from the shuttle and lands on the gallery atop the colonnade behind the repulsorlift platforms. "Death to the Supreme Chancellor!" he shouts, pulling a long, cylindrical object from his belt.

The object flares to life, a meter-long glowing blade extending from one end. It is a lightsaber.

Zegmon Pent is trying to sow some confusion among the assembled crowd, hoping to convince them that he is a Jedi—and thus, that the Jedi oppose the Supreme Chancellor as well.

Pent initially uses his imitation lightsaber to chase away the crowd atop the gallery, trying to get closer to the repulsorlift platform where Chancellor Valorum hangs on for his life. Should he encounter any of the heroes, he first tries to Intimidate them. Failing that, he attacks with the lightsaber. If the hero he encounters has a lightsaber of his own, Pent instead jumps down to the Chancellor's repulsorlift platform, hoping to kill Valorum before he is killed himself.

The terrorist leader fights to the death, using his lightsaber if possible, but resorting to his blaster should his weapon fail (see sidebar).

Zegmon Pent: Male Human Scoundrel 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 14/11; Atk +2 melee (1d3+1, punch) or +0 melee (2d6+1, crit 20, imitation lightsaber), +3 ranged (3d4, hold-out blaster); SQ Illicit barter, better lucky than good; SV Fort +0, Ref +4, Will –1; SZ M; FP 1; DSP 4; Rep 2; Str 12, Dex 14, Con 11, Int 12, Wis 10, Cha 11.

Equipment: Imitation lightsaber, hold-out blaster.

Skills: Bluff +7, Computer Use +6, Gather Information +5, Hide +7, Intimidate +4, Knowledge (Coruscant) +6, Knowledge (Flail terrorists) +6, Knowledge (Chancellor Valorum) +4, Move Silently +5, Pilot +7, Read/Write Basic, Speak Basic, Spot +5.

Feats: Improved Initiative, Persuasive, Quickness, Weapon Finesse (imitation lightsaber), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

The Air Shuttle

Each round after Zegmon Pent exits the shuttle, give each of the heroes a chance to make a Spot check (DC 15). If they succeed—or if any of them specifically ask about the shuttle after Pent exits—read the following aloud:

> **The shuttle has drifted away from the colonnade, gaining some altitude. But as you watch, it slowly turns, pointing at the center of the plaza. It begins to accelerate.**

Zegmon Pent has taken a moment to ensure his victory, programming the air shuttle's autopilot to crash the shuttle into the midst of the crowd. Though there are no particular explosives aboard, the impact and resulting fire will no doubt kill at least twenty people.

From the moment the heroes spot the shuttle, they have 4 rounds to act before it smashes into the ground. They can stop this fiery crash in a variety of ways. If they can inflict 20 points of damage to it in 3 rounds, they can cause it to explode in the air before it crashes into the crowd. The fiery shards will deal damage, but no one will die.

If one of the heroes is still aboard the air taxi they arrived in, he can leap from the taxi to the shuttle and seize the controls. Doing so requires that character to make a Pilot check (DC 15) to match the shuttle's speed and course, followed by a Jump check to board the shuttle. Once aboard the shuttle, another Pilot check (DC 10) deactivates the autopilot and lets the hero divert the shuttle from its course.

The players may also come up with other methods to prevent the crash. If they fail, the shuttle smashes into the plaza and explodes, inflicting 5d6 points of damage on everyone within 15 meters. The explosion also brings down the two nearest repulsorlift grandstands (2c), inflicting 2d6 points of damage on everyone aboard them.

The End

The final scene ends when the heroes have rescued Chancellor Valorum and prevented the air shuttle from crashing into the crowd. Once these tasks have been accomplished—whether all of the terrorists have been apprehended or not—it's mostly a question of cleanup.

You can either play through finishing off the Flail terrorists (especially if Zegmon Pent is still putting up a fight), or rule that plaza security finally makes its way through the chaotic crowd to arrest the terrorists. (You may want to exercise the latter option if the heroes are particularly battered from their exertions. It would also be a good opportunity to show that Sergeant Munten isn't all bluster, and is actually quite efficient when it's critical.)

Emergency medical crews also arrive on the scene, tending first to anyone in danger of dying, then to the Supreme Chancellor (who tells them to attend the heroes' wounds before his own, if he's still conscious).

How the crowd reacts to the heroes' actions (and hopefully, their victory) is up to you. If they have done particularly well, the heroes should receive a rousing cheer from the crowd—which is always good for a hero's morale! If Vinsho Pah is still alive, he also personally congratulates the heroes on a job well done.

Rewards

Heroes who actively participated in the adventure should receive experience points. The team gets to split a total of 1,000 XP. Any hero who risked her life to prevent the air shuttle from crashing should also receive one Force Point.

Don't forget that some heroes may have bargained for a cash reward, in which case, Chancellor Valorum happily pays them the promised amount.

Appendix: Conversion Guidelines

Ultimately, the best way to start a campaign for the *Star Wars Roleplaying Game* is by generating new characters using the rules in the beginning of this book. This ensures that all characters are legal and balanced, taking full advantage of the existing rules.

However, we recognize that many players will want to transfer characters from previous iterations of the *Star Wars: The Roleplaying Game* (the West End Games version) into these new rules. The guidelines in this section are designed to help you convert characters from the West End Games version into characters appropriate to this game.

Throughout the process, remember that conversion from one game system to another is by definition an inexact science. Though the guidelines provide a foundation for conversion, they can't be exhaustive, nor are they perfect. You'll see a lot of vague references to approximation, estimates, and "starting points." You and your Gamemaster should work together to ensure the spirit of your character is preserved during the process, even if the numbers don't always add up the same.

Ability Scores

Start the conversion process by converting your character's attribute die codes into ability scores. To find the value of an ability score, first translate the attribute stat into an ability score using the Attribute Values table. For instance, a die code of 3D+1 becomes an ability score of 15.

Attribute Values

West End Games Attribute	Wizards of the Coast Ability
1D	8
1D+1	9
1D+2	10
2D	11
2D+1	12
2D+2	13
3D	14
3D+1	15
3D+2	16
4D	17
4D+1	18
4D+2	19
5D	20
5D+1	21
5D+2	22
+1 "pip"	+1

Next, find the corresponding attribute for each ability on the Attribute Equivalents table. For instance, the Strength ability corresponds exactly to the WEG Strength attribute, while a character's Intelligence is equal to the sum of his Knowledge and Technical attributes divided by 2.

Attribute Equivalents

Ability	WEG Attribute(s)
Strength	Strength
Dexterity	Dexterity
Constitution	Strength
Intelligence	(Knowledge + Technical)/2
Wisdom	(Perception + Technical)/2
Charisma	(Perception + Perception + Knowledge)/3

The WEG Attributes of Mechanical and Perception are special cases, in that high scores in these abilities also translate into skill ranks.

- For every pip of Mechanical above 3D, give the character one rank of Pilot.
- For every pip of Perception above 3D, give the character one rank of Spot or Listen. These ranks should be evenly divided between the two skills (if this results in a fraction, choose either Spot or Listen to receive an extra rank).

Species

This is easy. Assuming your hero's species is one of those found in Chapter 2: Species (or Chapter 14: Allies and Opponents), just use the same one. If it isn't, work with your GM to determine the species' special abilities.

Class

You'll need to select a class for your character. At this point, this is only a tentative choice. You may find that after converting your character's skills into skill points and feats that you change your mind, or even decide that your character is multiclassed. Don't be afraid to revisit this decision later in the process.

Skills and Feats

This is the tricky part of the conversion. It requires flexibility on the part of the player (and assistance from the Gamemaster). Simply put, there is no hard-and-fast system to convert a character's skill dice into skill ranks and feats.

Most WEG *Star Wars* skills have an equivalent skill in the new game. For instance, the *astrogation* skill becomes Astrogate. For these skills, assign your character one skill rank for every "pip" he or she has in the skill above the base attribute score. (A +1 is one pip; a +2 is two pips; a skill that is one die higher than the base attribute is worth three pips.)

As noted above, high scores in the Mechanical and Perception attributes grant the character skill ranks in Pilot, Spot, and/or Listen.

Some WEG skills make up part of a single new skill with a wider scope. For instance, the Repair skill includes all the various kinds of repair-oriented skills in the WEG *Star Wars* game—*armor repair, droid repair,* and so on. In this case, find the character's highest rank in any of the affiliated skills (using the one pip = one rank method outlined above). For every additional affiliated skill that is more than half this rank, add one-half that skill's ranks to the base skill (rounding fractions down). Diplomacy, Repair, Treat Injury, and Computer Use all fall into this category.

Skill Equivalents

WEG Skill	New Skill	Feat
Absorb/Dissipate Energy		Dissipate Energy
Accelerate Another's Healing	Heal Another	
Accelerate Healing	Heal Self	
Affect Mind	Affect Mind	
Alien Species	Knowledge (alien species)	
Alter		Alter
Archaic Guns		Weapon Group Proficiency (primitive weapons)
Archaic Starship Piloting	Pilot	
Armor Repair	Repair	
Astrogation	Astrogate	
Bargain	Diplomacy	
Beast Riding	Ride	
Blaster		Weapon Group Proficiency (blaster pistols)
Blaster Artillery		Weapon Group Proficiency (heavy weapons)
Blaster Repair	Repair	
Bowcaster		Exotic Weapon Proficiency (bowcaster)
Bows		Weapon Group Proficiency (primitive weapons)
Brawling		Martial Artist
Brawling Parry	n/a	n/a
Bureaucracy	Profession (bureaucrat)	
Business	Profession (merchant)	
Capital Ship Gunnery		Starship Operation (capital ships)
Capital Ship Repair	Repair	
Capital Ship Shields		Starship Operation (capital ships)
Capital Ship Weapon Repair	Repair	
Capital Ship Piloting	Pilot	Starship Operation (capital ships)
Climbing/Jumping	Climb and Jump	
Command		
Communications	Computer Use	
Computer Programming/Repair	Computer Use and Repair	
Con	Bluff	
Concentration	n/a	n/a
Control		Control
Control Another's Disease	Heal Another	
Control Disease	Heal Self	
Control Another's Pain	Heal Another	
Control Pain	Heal Self	
Cultures	Knowledge (cultures)	
Demolition	Demolitions	
Detoxify Poison	Heal Self	
Dodge		n/a or Lightning Reflexes
Droid Programming	Computer Use	
Droid Repair	Repair	
Emptiness	n/a	n/a
Firearms		Weapon Group Proficiency (slugthrowers)
First Aid	Treat Injury	
Forgery	Forgery	
Gambling	Profession (gambler)	
Grenades		Weapon Group Proficiency (simple weapons)
Ground Vehicle Operation	Pilot	
Ground Vehicle Repair	Repair	
Hibernation Trance		Control
Hide	Hide	
Hover Vehicle Operation	Pilot	
Hover Vehicle Repair	Repair	
Injure/Kill	Force Grip	
Intimidation	Intimidate	
Investigation	Gather Information	
Languages	Speak Language	
Law Enforcement	Knowledge (law)	
Life Detection	See Force	
Life Sense	See Force	
Lifting	n/a	n/a
Lightsaber		Exotic Weapon Proficiency (lightsaber)
Lightsaber Combat	Battlemind	

continued on page 311

WEG Skill	New Skill	Feat
Magnify Senses	Enhance Senses	
Medicine	Treat Injury	
Melee Combat		Weapon Group Proficiency (simple weapons) Weapon Group Proficiency (vibro weapons)
Melee Parry	n/a	n/a
Missile Weapons		Weapon Group Proficiency (primitive weapons)
Persuasion	Diplomacy	
Pick Pocket	Sleight of Hand	
Place Another In Hibernation Trance	n/a	n/a
Planetary Systems	Knowledge (systems)	
Postcognition	Farseeing	
Powersuit Operation		Armor Proficiency (powered)
Projective Telepathy	Telepathy	
Receptive Telepathy	Telepathy	
Reduce Injury	Heal Self	
Remain Conscious	n/a	n/a
Repulsorlift Operation	Pilot	
Repulsorlift Repair	Repair	
Resist Stun	Heal Self	
Return Another to Consciousness	Heal Another	
Running		Run
Scanning Planets	Computer Use	
Search	Search and Spot	
Security	Disable Device	
Sense		Sense
Sense Force	See Force	
Sensors	Computer Use	
Sneak	Move Silently	
Space Transports	Pilot	Starship Operation (space transports)
Space Transports Repair	Repair	
Stamina		Endurance and/or Great Fortitude
Starfighter Gunnery		Starship Operation (starfighters)
Starfighter Piloting	Pilot	Starship Operation (starfighters)
Starfighter Repair	Repair	
Starfighter Shields		Starship Operation (starfighters)
Starfighter Weapon Repair	Repair	
Streetwise	Knowledge (streetwise)	
Survival	Survival	
Swimming	Swim	
Telekinesis	Move Object	
Thrown Weapons		Weapon Group Proficiency (simple weapons)
Transfer Force	Heal Another	
Value	Appraise	
Vehicle Blasters		Weapon Group Proficiency (vehicle weapons)
Walker Operation	Pilot	
Walker Repair	Repair	
Willpower		Iron Will

Example: Yurin Prefect has 3D in his Technical attribute. His skills include *droid repair* 4D, *ground vehicle repair* 5D+1, *repulsorlift repair* 3D+2, and *starfighter repair* 6D. If each of these were separate skills, he would have 3 ranks of *droid repair,* 7 ranks of *ground vehicle repair,* 2 ranks of *repulsorlift repair,* and 9 ranks of *starfighter repair.* Thus, his highest "rank" would come from *starfighter repair;* only *ground vehicle repair* is at least half as much. This character would have 12 ranks of Repair in the new game (9 from *starfighter repair* and 3 from *ground vehicle repair*).

A couple of WEG skills actually encompass more than one new skill. *Climbing/Jumping,* for instance, is now broken into two separate skills (Climb and Jump). In this case, you can either assign the same rank to both skills or you can divide the total skill ranks between the two skills (evenly or not). Whatever you choose, make sure your GM agrees.

The *languages* skill is a special case, since its equivalent (Speak Language) doesn't actually use ranks. In this case, each pip in *languages* translates into 1 skill point you can spend on the Speak Language and Read/Write Language skills. Depending on your character's class, your hero can speak a language fluently for either 1 or 2 skill points.

A number of WEG skills translate more accurately into feats, as shown on the Skill Equivalents table. In this case, anyone with at least 1D (3 "pips") in the skill should probably have the feat listed. Remember that some classes will gain some of these feats for free, so some characters without any ranks in the skill may also end up with the feat. You don't have to take the recommended feat if you don't want to (or if you don't think it fits your character).

The combat-related WEG skills (particularly *blaster, dodge,* and *lightsaber*) can also give you a hint about your character's attack or Defense bonus and, by extension, his level. For instance, find your character's best attack skill

(*blaster, bowcaster, lightsaber, brawling,* or whatever). For every pip of the skill (above the base attribute score), you can assume your character has approximately +1 to his attack bonus. Then, do the same for the *dodge skill,* converting it into a base Defense bonus. This isn't exact and almost certainly won't provide a final number—in fact, higher-level characters may have a much higher final attack or Defense bonus than is indicated by their skills—but it can give you a starting point.

You can either translate skill specializations into particular feats (such as Weapon Focus for specializations in a particular weapon) or fold them back into the main skill as skill ranks. (If you take the second option, fold them back at half the normal rate: two pips equal one rank.) Work with your GM to make sure this maintains the spirit of your character.

Finally, some skills simply don't work in the new game. *Lifting, melee parry,* and *emptiness* (for example) simply don't have an equivalent function, and can't be converted into anything in the new game.

It's even possible that you may find one or more skills in the new game (such as Listen) that don't have equivalents in the WEG game. With your GM's approval, you might want to put a few ranks in such skills, particularly if you find yourself with leftover skill points after the next step of the process.

Level

From the skill ranks and feats you've determined your character should have, you should be able to calculate your character's approximate level. It is imperative that you get your Gamemaster's feedback during this process. You'll want to ensure that characters with a similar amount of experience have similar levels.

First, check skill points. You've already determined what ranks your character should have: now translate those into skill points. This depends on the class choice you made earlier (and may end up altering that choice). For instance, every rank of Pilot costs a scoundrel 1 skill point, though it costs a Jedi consular 2 skill points (since it's a cross-class skill for Jedi consulars).

After you've determined the total number of skill points your character needs to recreate his current array of skills, subtract the bonus skill points he would have gained from a high Intelligence. (If your character's Intelligence is 11 or less, skip this step). The table describing Bonus Skill Points from Intelligence gives you a shortcut to determine this value. Then consult the proper column of the Skill Points by Class and Level table. Find the range this number falls into; this indicates what level your character would need to be to have those skill ranks.

You can use your character's feats to double-check this number. Simply determine how many feats your character has, and then figure out (from Chapter 3: Classes) what level he or she would need to be to have those feats. Remember that all classes gain at least one feat (if not a few) for free, and some have bonus feats depending on level.

Another method involves comparing the attack and Defense bonuses you determined when converting skills to the various classes' progression tables in Chapter 3: Classes.

In all three cases, changing your character's class (or making him a multiclass hero) can have a dramatic impact on the level you calculate with this process. Try a few options to see which feels best, and which seems to best fit your vision of your character.

Ultimately, this process can only guide you to potentially appropriate results. It's entirely possible that two characters who have gone on the same missions might go through the conversion process and end up with radically different levels. It's even possible (in fact, it's almost inevitable) that two people might convert the same character and end up with different results. That's why the GM's involvement is so critical. In fact, the GM's word should overrule any guideline found in this section.

Bonus Skill Points from Intelligence

	Intelligence				
Level	**12–13**	**14–15**	**16–17**	**18–19**	**20–21**
1	4	8	12	16	20
2	5	10	15	20	25
3	6	12	18	24	30
4	7	14	21	28	35
5	8	16	24	32	40
6	9	18	27	36	45
7	10	20	30	40	50
8	11	22	33	44	55
9	12	24	36	48	60
10	13	26	39	52	65
11	14	28	42	56	70
12	15	30	45	60	75
13	16	32	48	64	80
14	17	34	51	68	85
15	18	36	54	72	90
16	19	38	57	76	95
17	20	40	60	80	100
18	21	42	63	84	105
19	22	44	66	88	110
20	23	46	69	92	115

Skill Points by Class and Level

Level	Soldier, Jedi Guardian	Fringer, Noble, Scout, Jedi consular, Force adept	Scoundrel
1	up to 16	up to 24	up to 32
2	17–20	25–30	33–40
3	21–24	31–36	41–48
4	25–28	37–42	49–56
5	29–32	43–48	57–64
6	33–36	49–54	65–72
7	37–40	55–60	73–80
8	41–44	61–66	81–88
9	45–48	67–72	89–96
10	49–52	73–78	97–104
11	53–56	79–84	105–112
12	57–60	85–90	113–120
13	61–64	91–96	121–128
14	65–68	97–102	129–136
15	69–72	103–108	137–144
16	73–76	109–114	145–152
17	77–80	115–120	153–160
18	81–84	121–126	161–168
19	85–88	127–132	169–176
20	89–92	133–138	177–184

Other Conversions

In addition to character conversions, you may wish to convert creatures, weapons, vehicles, and starships to the new system.

Creatures

Use the rules outlined above for characters. Estimate a level for converted creatures based on the examples of creatures in this book.

Weapons

For personal weapons, divide the weapon's maximum range by 10 (or by 5 for thrown weapons) to get the weapon's range increment. A weapon's damage depends on its WEG damage code and scale—see the Converting Weapon Damage table.

Converting Weapon Damage

WEG		Damage (by scale)			
Code	Character	Speeder	Walker	Starfighter	Capital
9D	6d8	9d8	9d10	9d10 × 2	9d10 × 5
8D	5d8	8d8	8d10	8d10 × 2	8d10 × 5
7D	4d8	7d8	7d10	7d10 × 2	7d10 × 5
6D	3d8	6d8	6d10	6d10 × 2	6d10 × 5
5D	5d4	5d8	5d10	5d10 × 2	5d10 × 5
4D	3d6	4d8	4d10	4d10 × 2	4d10 × 5
3D	2d6	3d8	3d10	3d10 × 2	3d10 × 5
2D	2d4	2d8	2d10	2d10 × 2	2d10 × 5
1D	1d4	1d8	1d10	1d10 × 2	1d10 × 5

Vehicles and Starships

Use the vehicle and starship descriptions in Chapters 10 and 11 as guidelines in converting other vehicles. In general, a capital ship's hull and shield points are equal to its dice rating × 100 (+30 per extra pip). A starfighter's hull and shield points are equal to its dice × 30 (+10 per extra pip), a walker's are equal to its dice × 20 (+6 per extra pip), and a speeder's are equal to its dice × 10 (+3 per extra pip).

KIRA LAR, REBEL SOLDIER

Designer's End Notes

"Who's Andy Collins?" A reasonable question, Padawan. Allow me to elaborate.

Like many of my generation, I grew up on *Star Wars*. George Lucas's fantastic vision was one of the pillars of my childhood, the intellectual property (to use a modern term) that fired my imagination more than any other ever did. Of course, at the time it was "just" a movie, and I hadn't yet learned about the new hobby of "roleplaying games," but that didn't stop me from playing *Star Wars*—whether personally (I was always Luke), or through the medium of action figures—morning, noon, and night.

Jump forward to spring of 1998, when I fulfilled a lifetime dream by joining Wizards of the Coast's roleplaying R&D department (which then still bore the name of TSR). One of my first assignments was editing the *Starships* supplement for the ALTERNITY *Science Fiction Roleplaying Game*. (If this were a movie, I'd be whispering "Hey, that's foreshadowing.") Everything was great—we had the new Special Edition versions of the trilogy to enjoy, and we looked forward to Lucas's long-promised return to the galaxy far, far away.

When Episode I finally arrived, we packed the theaters. The opening fanfare played, and I was a child once again. Upon leaving the theater, I remarked, "I want to play a Jedi!" (There's that foreshadowing thing again.)

Months later, when I learned that Wizards of the Coast would be producing the new *Star Wars Roleplaying Game*, I made it very clear to Bill (that's "Vice-President of Roleplaying R&D Bill Slavicsek," of course) that I wanted desperately to be part of the design team. Bill realized that he could either include me or be forced to chain me to my desk for the next several months to prevent me from including myself. In his ultimate wisdom, he chose the former option.

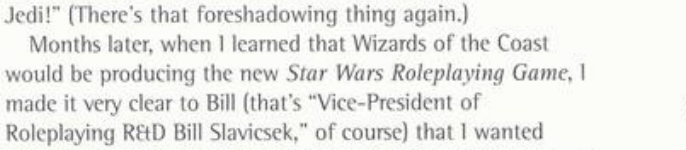
So I played Padawan Learner to Bill's Jedi Master for the better part of a year. Not a bad gig, if you can get it. (Luckily I didn't have to watch my master get killed by a Sith Lord; there are some footsteps you just don't want to follow in.) And now I've built my "lightsaber"—this game—in the hopes of being promoted to the level of Jedi Knight.

Thanks to everyone who gave of themselves in the creation of this work, particularly my comrades in R&D: JD Wiker, Thomas M. Reid, Penny Williams, Steve Miller, Jennifer Clarke Wilkes, Brian Campbell, Owen Stephens, Cory Herndon, and of course, Bill Slavicsek, Keeper of the *Star Wars* RPG Flame.

I also want to thank the designers of the new DUNGEONS & DRAGONS® game. They gave us the strongest foundation that any RPG could have from which to build upon. I especially want to thank Monte Cook and Jonathan Tweet, from whom I've learned more about RPG design in the last two years than I figured out by myself in the seventeen years of gaming before that.

Finally, thanks to my parents, who raised me right, and to Gwen, who kept me sane during the last few frantic months of design.

So now it's your game, to do with as you please. If you've played roleplaying games before, I think you'll find this one of the most robust and playable systems you've ever seen. And if this is your first RPG experience, congratulations: You have just taken a step into a larger world.



Andy Collins
August 7, 2000

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PLAYTESTERS:

Jay L. Adams, Sean Arnold, Jake Bales, Michelle Barrett, Kristen M. Bauer, Deane Beman, Kurt Benson, Haden Blackman, Frank J. Boudreaux, Shannon Bourke, Johannes M. Bowers, A. J. Brandstetter, Rodney Brice, Ryan Brooks, James Browning, Christopher Philip Bryant, Mathew Burke, Magnus Burkhardt, Eric Cagle, Brian Campbell, Nicholas Canu, Craig Carey, Kyle Carpenter, Melvin Ian-Delmar Carter, Michele Carter, Tony "Harrison Jones" Case, Richard Cincinelli, Wayne Cline, Adam Conus, Richard Cookson, Adam Cooper, Mark Craddock, Melanie Creel, Melanie Crosson, David S. Crosson, Jr., Jesse Decker, Zeak "Crabapple" De'Marino, Kim Dertien, Nick DiBattista, Phillip Dobernigg, Dale Donovan, Brett Douville, Karen Drammeh, Eric Duckworth, Beth Dupke, Michael Dymond, William Erb, Michael "Prince Totun" Eritz, Yancy Evans, Darin Farrelly, Erica French, Dawn Gallagher, Mike Gallo, Carlos Joe Garcia, Kyle Gaul, Lenny Giovenco, Sean Glenn, Tom Gowen, Jeff Grubb, J. Mance Haines, Mark Halsall, Zachariah Hardilek, Jennifer Harper, Evan "Mara of the Forlorn Hope" Harris, Ruth Hays, Rob Heinsoo, Cory Herndon, Jeff Heydt, John Heydt, Doug Holland, Kyle Hunter, Dan Ingrassia, Jason Isaac, Garrick Jarmuth, Robert Johnson, Thomas Kalowski, Keith Kappel, Daniel Kaufman, Shane Kierstead, Mike Kogge, Tim Kogge, Bob Kotlinski, Ab Kurk, Vincent LaBonte, Colleen Lahna, Toby Latin, Carmen Leary, Mark Leary, Rodney Leary, Derek Lee, James W. Lee, Karen Lee, Lawrence Lee, Eric Lopez, Lou Lopez, Aemon Lynch, Michael Manheim, Chris Maxfield, Brian May, Daneen McDermott, Laura McLain, Steve McLain, Melanie McNeice, Karen Melnick, Michael Mikaelian, Steve Mirman, Morrie Mullins, Jon Naughton, Christina Nichols, Jason Nichols, Wes Nicholson, David Noonan, Adam Norman, Ryan Oliver, Sean Orwin, Justin "You go first" Owens, Ivan Palkovic, Ashley Palma, Seamus Paterson, Tracey Peart, Stacy Perreault, Andrew Postnikoff, Spike Postnikoff, Louis J. Prosperi, Blair Rankin, Rich Redman, Joanna Redman-Smith, Thomas M. Reid, Cora Reynolds, Keri "Rhyssa" Rotton, Michael "Jared Tailslasher" Rotton, Marc Schmaltz, Ralf Schoelkopf, Steve Schuber, Grayson "Armage Bedar" Shepard, John P. Sherman, Geoff Skellams, Susan Skellams, Graham Slack, Bill Slavicsek, Mark Smitham, Richard Spicer, Ed Stark, Ryan States, Lisa Stevens, Sean "Oberon" Stevenson, William C Strong III, Mark Sullivan, Vincent Szopa, Mike Terpstra, Chris Thomasson, Adrian Thomson, Bill Tiller, Dennis Tomlin, Priscilla Townsend, Andrew Tubley, Donald Vana, Jeff Waid, Jae Walker, Wendy Wallace, H. E. Walter II, Jason Webster, Larry Weiner, Christopher Wells, Vic Wertz, Deborah Wesel, Floyd C. Wesel, JD Wiker, Harriet Williams, Penny Williams, Randy Wilson, Rebecca Wilson, Theresa "Atria" Wilson, J. Matthew Wrobel, Clint Young

CHARACTER NAME

PLAYER

CLASS

SPECIES

CHARACTER LEVEL

CLASS LEVEL

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

STAR WARS
ROLEPLAYING GAME

CHARACTER RECORD SHEETS

	ABILITY SCORE	ABILITY MODIFIER	[TEMP] SCORE	[TEMP] MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

VITALITY TOTAL ____ CURRENT ____

DEFENSE TOTAL ____ = 10 + ____ CLASS BONUS OR ____ (EQUIP BONUS) + ____ DEX MOD + ____ SIZE MOD + ____ MISC BONUS ____ ARMOR CHECK PENALTY

NOTE: CLASS BONUS AND EQUIPMENT BONUS DO NOT STACK

WOUNDS TOTAL ____ CURRENT ____ VITALITY DIE ____

SPEED ____

BASE ATTACK BONUS ____

INITIATIVE MODIFIER TOTAL ____ = ____ DEX BONUS + ____ MISC BONUS

REPUTATION ____

FORCE POINTS ____

LIGHT SIDE/DARK SIDE DICE ____ / ____

DARK SIDE POINTS ____

SAVING THROWS

	TOTAL	= BASE SAVE	+ ABILITY MOD	+ MISC MOD
FORTITUDE [CONSTITUTION]				
REFLEX [DEXTERITY]				
WILL [WISDOM]				

	TOTAL	= BASE	+ STR MOD	+ SIZE MOD	+ MISC MOD
MELEE ATTACK BONUS					

	TOTAL	= BASE	+ DEX MOD	+ SIZE MOD	+ MISC MOD
RANGED ATTACK BONUS					

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/ PROTECTIVE ITEM

TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

SKILLS

MAX RANKS ____ / ____

CROSS CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	+ RANKS	+ MISC. MODIFIER	= SKILL MODIFIER
☐	Appraise ■	INT				
☐	Astrogate	INT				
☐	Bluff ■	CHA				
☐	Climb ■	STR*				
☐	Computer Use ■	INT				
☐	Craft (____) ■	INT				
☐	Demolitions	INT				
☐	Diplomacy ■	CHA				
☐	Disable Device	INT				
☐	Disguise ■	CHA				
☐	Entertain (____) ■	CHA				
☐	Escape Artist ■	DEX*				
☐	Forgery ■	INT				
☐	Gather Information ■	CHA				
☐	Handle Animal	CHA				
☐	Hide ■	DEX*				
☐	Intimidate ■	CHA				
☐	Jump ■	STR*				
☐	Knowledge (____)	INT				
☐	Knowledge (____)	INT				
☐	Listen ■	WIS				
☐	Move Silently ■	DEX*				
☐	Pilot ■	DEX				
☐	Profession (____)	WIS				
☐	Read/Write Language(____)	None				
☐	Read/Write Language(____)	None				
☐	Repair	INT				
☐	Ride ■	DEX				
☐	Search ■	INT				
☐	Sense Motive ■	WIS				
☐	Sleight Of Hand	DEX*				
☐	Speak Language(____)	None				
☐	Speak Language(____)	None				
☐	Spot ■	WIS				
☐	Survival ■	WIS				
☐	Swim ■	STR				
☐	Treat Injury ■	WIS				
☐	Tumble	DEX*				
☐	____	____				
☐	____	____				
☐	____	____				
☐	____	____				

Skills marked ■ can be used Untrained (0 skill ranks). * Armor check penalty, if any, applies.

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		Total Weight Carried	

CREDITS

LANGUAGES

☐ _____ ☐ _____

☐ _____ ☐ _____

☐ _____ ☐ _____

CHECK BOX IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

FORCE FEATS

- ☐ Alter
  - ☐ Force Lightning
  - ☐ Force Whirlwind
  - ☐ Throw Lightsaber
- ☐ Control
  - ☐ Burst Of Speed
    - ☐ Knight Speed
    - ☐ Master Speed
  - ☐ Dissipate Energy
- ☐ Lightsaber Defense
  - ☐ Knight Defense
  - ☐ Master Defense
- ☐ Prolong Force
- ☐ Force Mastery
  - ☐ High Force Mastery
- ☐ Sense
  - ☐ Deflects Blasters
  - ☐ Force Mind
    - ☐ Knight Mind
    - ☐ Master Mind

CHARACTER ILLUSTRATION

WEAPON/LIGHTSABER SKETCH

FEATS/SPECIAL ABILITIES

- ☐ Acrobatic
- ☐ Alertness
- ☐ Ambidexterity
- ☐ Animal Affinity
- ☐ Armor Proficiency (Light)
  - ☐ Armor Proficiency (Medium)
    - ☐ Armor Proficiency (Heavy)
    - ☐ Armor Proficiency (Powered)
- ☐ Athletic
- ☐ Blind-Fight
- ☐ Cautious
- ☐ Dodge
  - ☐ Mobility
    - ☐ Spring Attack
      - ☐ Whirlwind Attack
- ☐ Endurance
- ☐ Exotic Weapon Proficiency _____
- ☐ Expertise
- ☐ Fame
- ☐ Force-Sensitive
- ☐ Frightful Appearance
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Heroic Surge
- ☐ Improved Initiative
- ☐ Infamy
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Low Profile
- ☐ Martial Artist
- ☐ Mimic
- ☐ Nimble
- ☐ Persuasive
- ☐ Point Blank Shot
  - ☐ Far Shot
  - ☐ Precise Shot
  - ☐ Rapid Shot
    - ☐ Multishot
  - ☐ Shot On The Run
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
- ☐ Quick Draw
- ☐ Quickness
- ☐ Run
- ☐ Skill Emphasis _____
- ☐ Skill Emphasis _____
- ☐ Sharp-Eyed
- ☐ Spacer
- ☐ Starship Dodge
- ☐ Starship Operation _____
- ☐ Starship Operation _____
- ☐ Stealthy
- ☐ Toughness
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
- ☐ Weapon Finesse _____
- ☐ Weapon Finesse _____
- ☐ Weapon Focus _____
- ☐ Weapon Focus _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Zero-G Combat
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

FORCE SKILLS

MAX RANKS /

CROSS CLASS	SKILL NAME	FEAT	KEY ABILITY	ABILITY MODIFIER		RANKS		MISC. MODIFIER		SKILL MODIFIER
☐	Affect Mind	Alter	CHA		+		+		=	
☐	Battlemind	Control	CON		+		+		=	
☐	Empathy ■	Force	WIS		+		+		=	
☐	En. Ability	Force	CON		+		+		=	
☐	En. Senses	Sense	WIS		+		+		=	
☐	Farseeing	Sense	WIS		+		+		=	
☐	Fear ■ †	Sense	WIS		+		+		=	
☐	Force Defense ■	Control	CON		+		+		=	
☐	Force Grip ■ †	Alter	INT		+		+		=	
☐	Force Push	Alter	INT		+		+		=	
☐	Force Stealth ■	Control	CON		+		+		=	
☐	Friendship	Force	CHA		+		+		=	
☐	Heal Another ■	Alter	WIS		+		+		=	
☐	Heal Self ■	Control	CON		+		+		=	
☐	Move Object ■	Alter	INT		+		+		=	
☐	See Force ■	Sense	WIS		+		+		=	
☐	Telepathy	Sense	WIS		+		+		=	
☐					+		+		=	
☐					+		+		=	
☐					+		+		=	
☐					+		+		=	

Skills marked ■ can be used Untrained (0 skill ranks). * Armor check penalty, if any, applies. † Use of this skill earns a dark side point.

NOTES

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